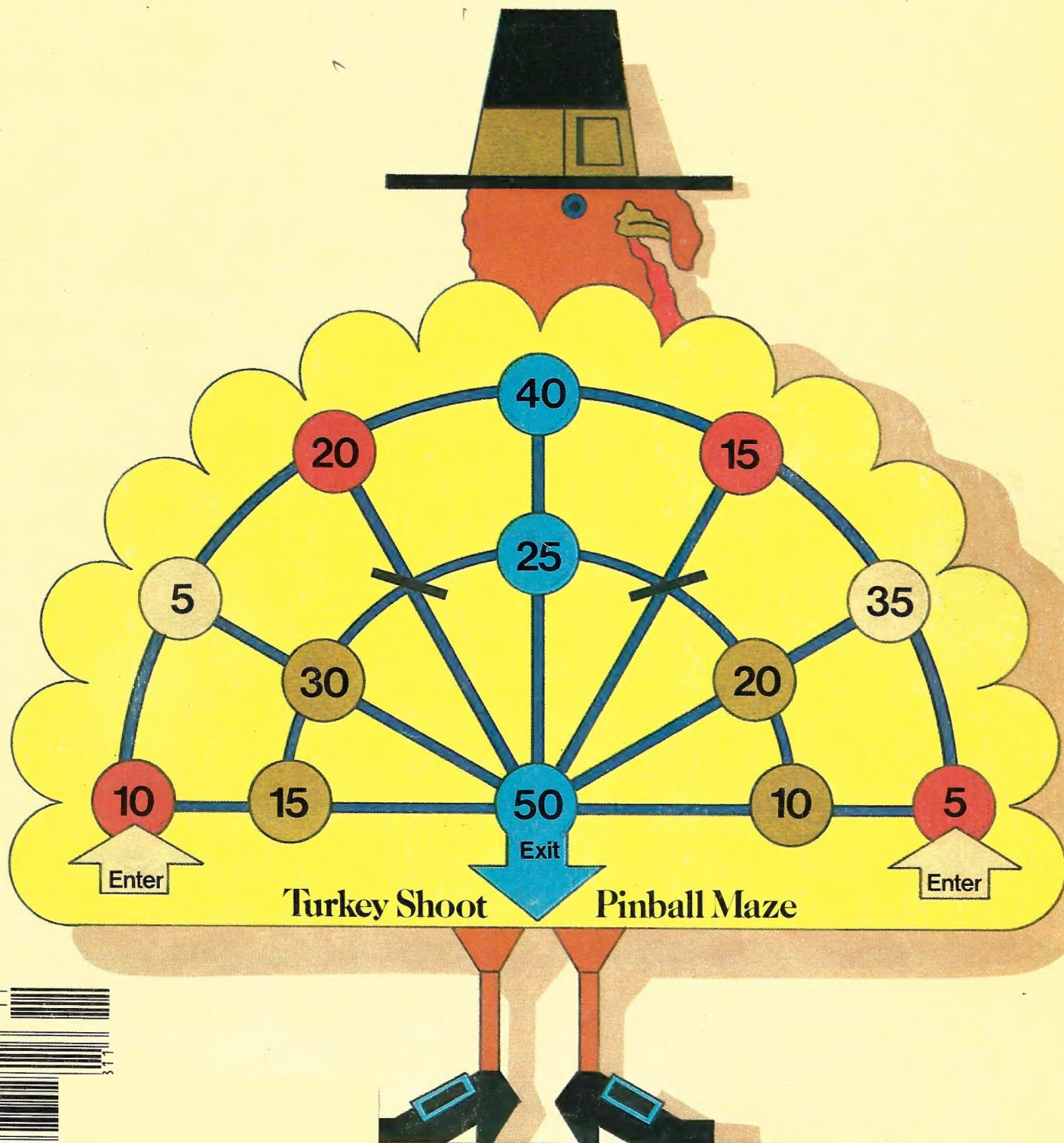


GAMES

November/December 1978

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Score: 500. Instructions, Page 54.

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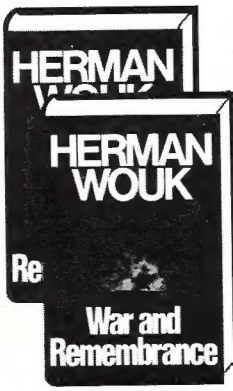
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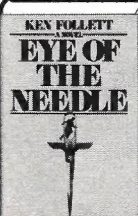
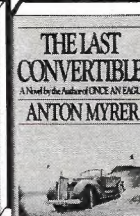
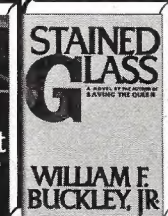
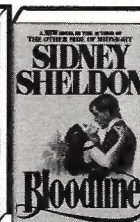
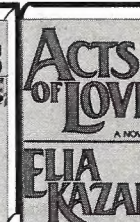
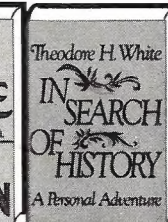
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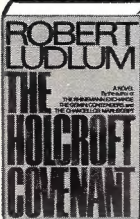
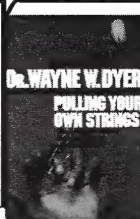
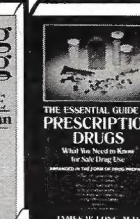


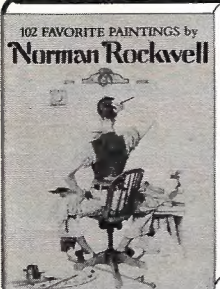
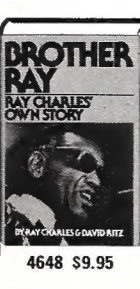
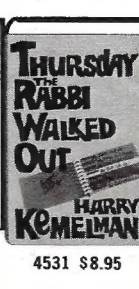
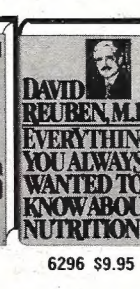
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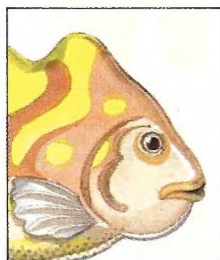
GAMES



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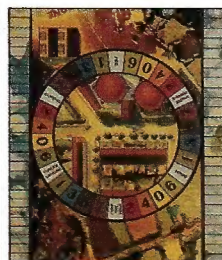
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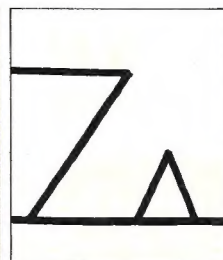
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COVER: Illustration by Pinball Studios.

Editor's Message



In Quest of the Perfect Eyeball Bender

When we asked ten friends to name their favorite part of GAMES, nine said "Eyeball Benders." (The tenth was too absorbed in the British crossword to hear the question.) And now that these, our modest contributions to the decline of civilization, are being supplemented by readers' submissions, we feel they're looking better than ever. Do keep sending good ones our way.

Anyone who sets out to bend an eyeball quickly discovers the principle so memorably expressed by Harry's Second Law: "One man's meat is another man's mashed potatoes" (his exact words, I believe). Of course, once you've guessed or been told what the blasted thing is, you lose all perspective on how hard it was to identify, because there it is staring you brazenly in the face. Perhaps this is the reason many readers have asked us to drop the caption clues, and with this issue (page 33) we introduce the "Pure" Eyeball Bender. (Contributors are credited in the Answer Drawer, and new T-shirts are on the way.)

We were also interested to learn that GAMES was not the first publication to offer Eyeball Benders, though the name is original with us. A few years ago there was a book of them called, ominously, *Phuzzles*. (They say it sold six copies.) And we've recently seen a number of Bendersque treatments of shadows, land tracks, and snow forms—which have given us ideas to pursue in later issues. Then, too, there's the lady in North Dakota who wrote us about Silly Putty Benders (no camera needed), which have been a family favorite for years.

But the best is yet to come. With the advent and proliferation of the instant camera, deep new abysses of optic befuddlement open up before us. For holiday festivities, where Polaroid SX-70s and Kodak Colorbursts will surely be thicker than locusts, we commend this game to you:

The first person who receives a camera for a holiday present leaves the room, takes a snapshot of a potential Eyeball Bender, and returns immediately with the undeveloped print. The others watch closely as the image begins to take shape, and the first one to blurt out the correct answer wins. One guess per person. If no one guesses correctly, the photographer wins, provided the majority agree that the image was discernible (and if the majority declares the image indiscernible, then the last person to guess wins). The winner gets to take the next picture. The person with the lowest score after each round goes to the drugstore to buy another roll of film.

Cheers.

Michael Donner

Michael Donner

Photo by Maddy Miller

GAMES

November/December 1978

Volume 2, Issue 6

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LETTERS

Jumping Jubilee

What a thrill it was to open your September/October issue and find the super article depicting our own Calaveras County International Frog Jump (page 16). Having been a resident for almost 30 years, I found Mr. Meisler's report to be interestingly authentic and Joanne Harruff's action photos most colorful.

Wanda J. Dambacher
Angels Camp, CA

Better GADFLY than FAD?

As one of the contestants in the North American Invitational Scrabble Tournament, I offer you what I consider better moves in your annotated game (September/October, page 12):

Move 2A: Instead of FAD, GADFLY gives 28 points (3 more) and leaves RS for better rack balance instead of LRSY.

Move 2B: An I-play at H7 would be no good, as IRED is not a valid word in Funk & Wagnalls 1973 edition.

Move 8A: CIST is better for rack leave (ELT).

Move 10B: JAG (6F-H) is best, 29 points.

The magazine gave the tournament a good write-up and your annotated game was very interesting.

David Shulman
New York, NY

WAYNE SCHMITTBERGER REPLIES: *I still prefer CESTI to CIST and JURA to JAG, though both choices are close. As for GADFLY and IRED... well, I was wondering what I must have missed, and I'm grateful to you for enlightening me.*

Sleepless and Shapeless

If you don't want to be sued for gross mental anguish, please clue me in on my missing geography (Execrable Shapes, September/October, page 20). I'm spending many sleepless hours poring over the atlas. I have found all but four of the shapes, and if you tell me the ones I've missed are pretty obvious, you'll have to scoop me up with a shovel!

H.M. (Red) Austin
Myrtle Point, OR

You can sleep soundly now—the answers appear on page 71.—Ed.

Spiteful

In response to your "Spiteful U.S. Geography Quiz" (July/August, page 17) I would like to point out the following re question 3. More than half the states have boundaries that include the arc of a circle. Any state that has a boundary line that runs along or parallel to a line of latitude or longitude fits this category,

as the lines of latitude and longitude are really great circles. The northern border of Washington, for example, may appear straight, but it is really part of a circle around the world at 49°N. The eastern border of the same state runs just west of and parallel to 117°W. Even the northern border of Massachusetts, which runs just south of, but not parallel to 42° 45'N, is probably also part of a circle, since all the states are on the surface of a sphere, but I'm no mathematician, so I won't get into that!

Arlene Fell
Huntington Station, NY

We must plead that we were aware of the straight-line-versus-great-circle paradox from the start, but preferred not to complicate the question by introducing considerations of spherical geometry. And we take refuge in the fact that, viewed from any point on its own plane, a circle appears as a straight line. In fact it is the mapmakers who take liberties, as they must in trying to reduce a spherical surface to a plane, when they represent the great circles as curves. The airplane pilot and the walker experience them as straight lines.

So depending on one's point of view, we are both right. (Our point of view was admittedly "spiteful.")—Ed.

In regard to Mr. Robertson's letter, "Spiteful #13" (September/October, page 6), unless I read the question wrong, I find no fewer than six states that meet the criteria. Add to Arkansas: Kentucky, Missouri, Nebraska, Tennessee, and West Virginia.

Thomas R. Bates, M.D.
Orlando, FL

We believe that Mr. Robertson meant that some part of Arkansas had to be due north of some part of each adjacent state. If that is the case, it appears that Kentucky might also qualify. If being due north is not the criterion, all six states would be correct.—Ed.

Hooked on British Crosswords

Thanks for introducing me to British crosswords. They're a lot of fun. Any chance of having more than one per issue? I don't know any other place to find them, and two months is a long time to wait for the next puzzle.

Dorothy Whittington
Pismo Beach, CA

We only schedule one and a half British puzzles per issue at this time. However, Penguin Books has published several paperbacks of (London) Sunday Times crosswords. Check local bookstores.—Ed.

Epaminondas

Your coverage of Epaminondas in the July/August issue (Game Chest, page 53) was not

only an excellent critique, but a rare opportunity for an esoteric game to reach the eager and interested audience of GAMES. I hope that you will continue this type of exposure, perhaps, even, as a special feature.

With today's mass marketing, it is extremely difficult for any game to ever get to the market. I believe GAMES, with its special audience, would be reaching a receptive market, and providing a channel for both inventor and game buff that might not otherwise exist.

Stanley I. Cohen
Ridgewood, NJ

Rues the Clues

Games Magazine has caused me some rue, For, while cryptograms are a pleasure to do, If upon one I ponder

And let my eyes wander, They see an unwanted additional clue.

Betsy Ann Frey
Amherst, NH

May we suggest covering them up?—Ed.

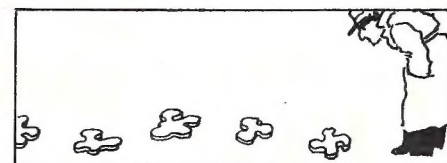
Can You Help?

Perhaps some of your readers remember a board game from the fifties called "Red Barber's Baseball." It was perhaps the only non-electric baseball board game in which each play was actually played out, rather than some card merely telling the player that the roll of the dice was a single. I'd be most grateful for information on how to buy a set.

S. John Estes
New York, NY

Send all information care of GAMES Magazine, 515 Madison Avenue, New York, NY 10022.—Ed.

Readers Reply



Guy Billout

A number of readers have responded to P. Carruthers' request for information on Mystery jigsaw puzzles. Two different sets of puzzles were noted: Springbok jigsaw Puzzle Mystery Games from Hallmark Cards (which are unfortunately out of print), and Janus Mystery Jigsaw Puzzles.

The Janus puzzles are available from Harriet Carter Gifts, Department 72, Plymouth Meeting, PA 19462. There are three different mysteries you can put together. The cost is \$4.50 for one, or \$12.98 for all three. There is an additional postage and handling charge of \$1.40 for one puzzle, or \$1.95 for the three. Pennsylvania residents should also add 6 percent sales tax.—Ed.

THE CLUES: Something's hiding on the board, an invisible fourth ball, and its precise location is known only to your opponent. But now, you have enough clues to find it yourself. Notice how the colored chips seem to emit "rays" with predictable paths:

1. Rays either score a direct hit or ricochet away from the balls at a right angle.

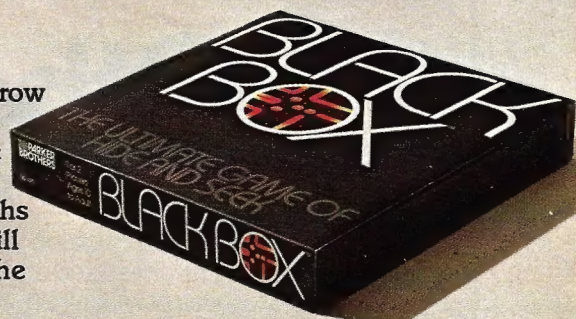
2. A red chip means the ray has scored a hit, directly or by ricochet, and has been "absorbed" by the ball.

3. An orange chip means the ray has scored no hit, and has passed

through to an exit point marked by another orange chip of the same design.

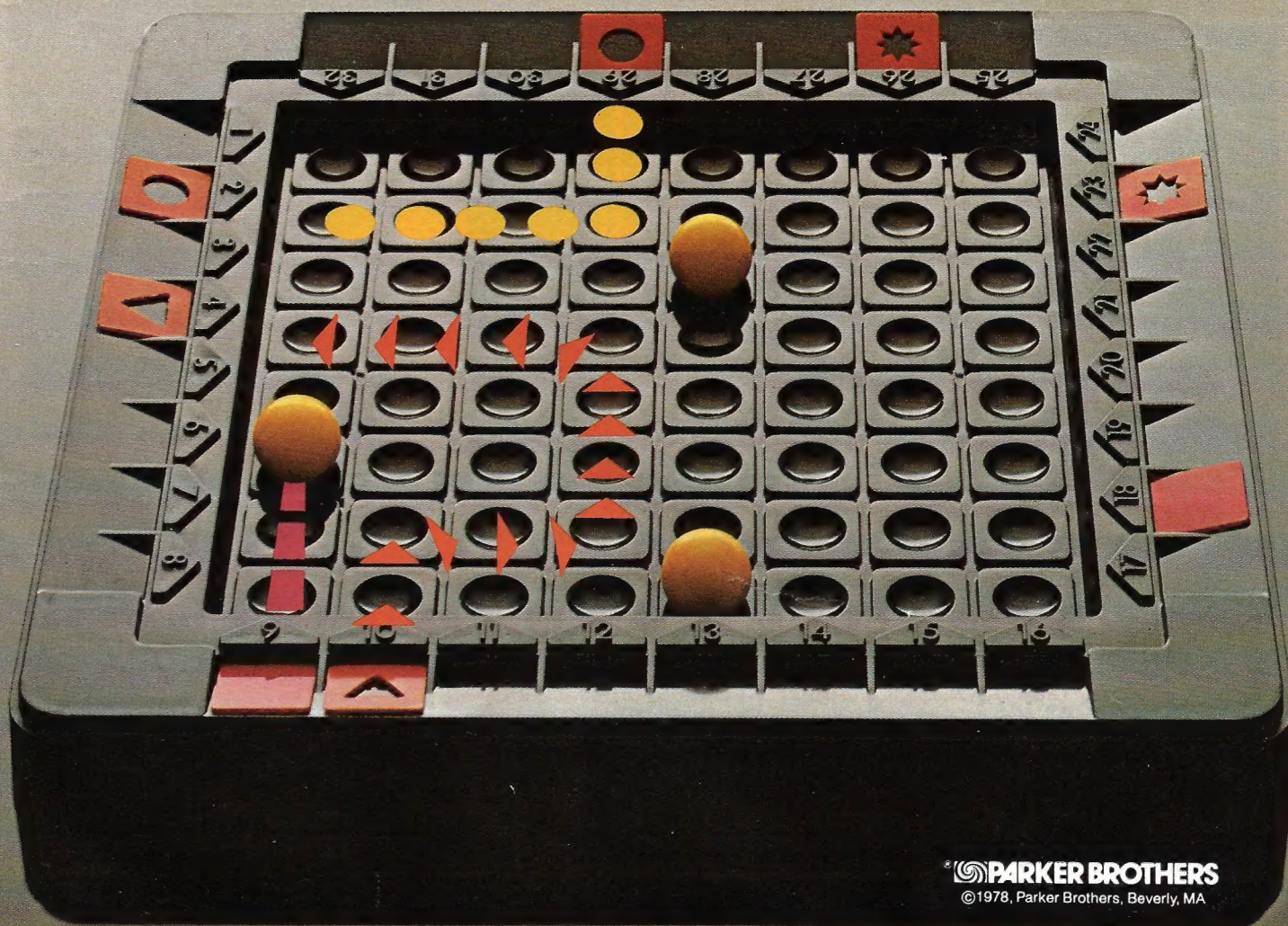
THE ACTION: You furrow your brow as you study the remaining clues. Mentally, you see the rays that have led to your discovery of the first three balls. When you figure the paths of the remaining three chips, you will discover the fourth ball, and solve the mystery of BLACK BOX*. You will also have received your introduction to the Ultimate Game of Hide and Seek.

THE SOLUTION: To confirm your success (or failure), refer to Page 68.



**THE ULTIMATE GAME
OF HIDE AND SEEK.**

CAN YOU SOLVE THE MYSTERY OF BLACK BOX?



 **PARKER BROTHERS**
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*BLACK BOX is a trademark for Parker Brothers hide and seek game equipment.

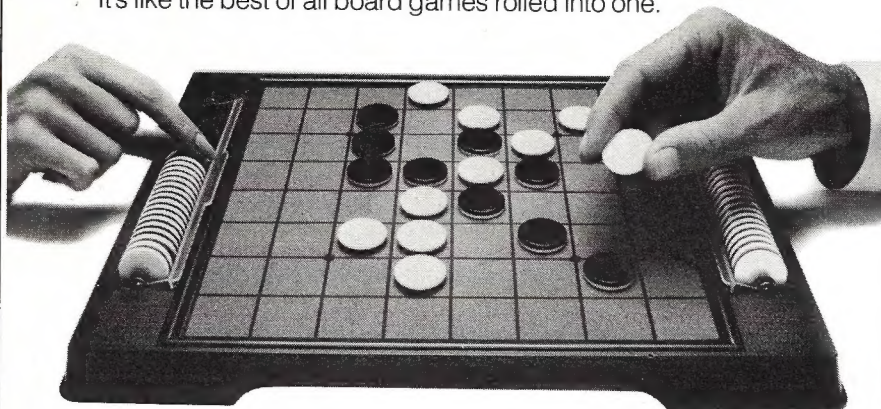
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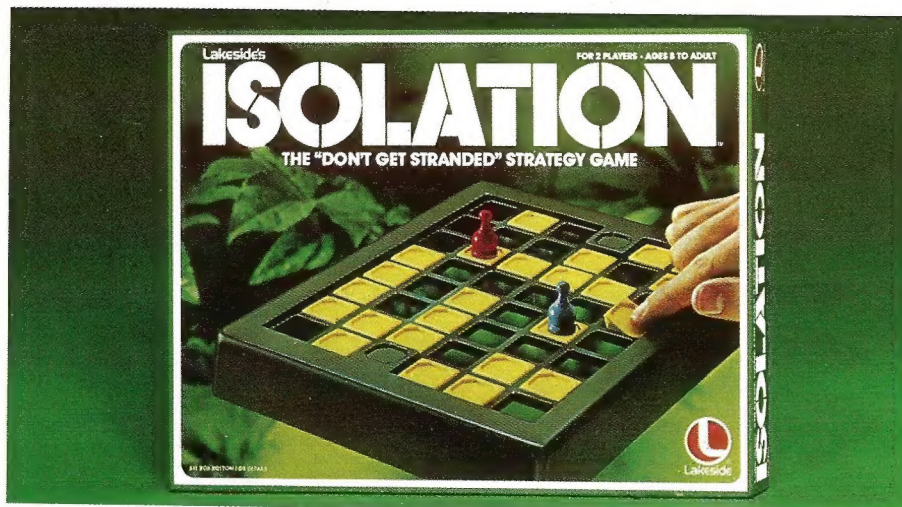
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The name of the game is Lakeside.



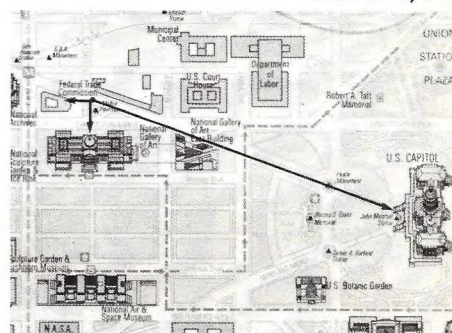
LAUNDRY BASKET

If we publish your letter in "Laundry Basket," we'll send you a GAMES T-shirt.

Mistakes: May/June

★ In "Capitol Punishment" on page 21, your answer for the middle picture of position 3 is incorrect. You say the photographer is on the left-hand side of the street, but the only way to shoot straight down the street and get the No Parking signs is to stand on the south-eastern corner of Sixth and Pennsylvania.

Roberta Rothwell
Palmdale, CA

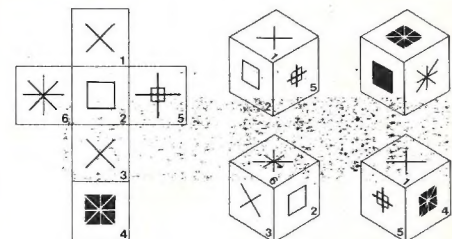


The corrected map above shows the photographer's lines of sight for the third position. The Answer Drawer lines were similar but converged on the northeast corner of the same intersection.—Ed.

July/August

★ In "Salute to Games & Puzzles" on page 32, an alternate solution for problem one is the die in the upper right hand corner. I've shown below how the die depicted in the other three drawings would "open up."

Bruce Barnett
Watervliet, NY



Our answer was correct, but since this type of problem should allow only one correct answer, we decided to "launder it."—Ed.

September/October

★ After completing the "Pinwheel Maze" on page 36, I couldn't figure out how I did until I realized the answer was upside down.

Michael Auriemma
Union City, NJ

★ I enjoyed the "Consecutive Noncontinuous Connection" on pages 32 and 33, but when I went to compare my work with your answer, one or the other was upside down.

Tim Cowell
Chloride, AZ

Right, but we don't know which.—Ed.

\$50,000

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Grand Prize:

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America's most luxurious automobile.
Handsomely appointed.
Superbly engineered.
All power, AM/FM radio, automatic transmission. Air conditioned, of course.



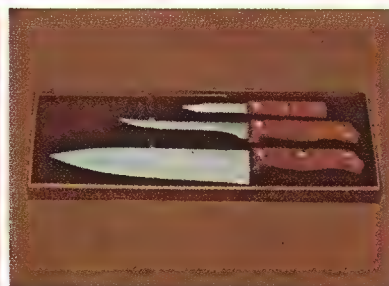
Second Prize:

Trip to Scotland, home of J & B Rare Scotch. A one-week expense-paid trip for two (8 days, 7 nights), including First Class air transportation, hotel accommodations and meals. Visit Edinburgh, Loch Lomond and Trossachs.



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Zenith Video Cassette Recorder and Color TV. Record and play back your favorite TV programs while you're at home or while you're away. Never again miss a favorite show or sports event.



1,000 More Prizes:

Imperial "Mighty Oak" Professional Kitchen Knife Ensemble. Full tang French Chef Knife, Boning Knife, Paring Knife. Native American Oak handles. Blades of heavy-duty, stain resistant, high carbon American steel.

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86 Proof Blended Scotch Whisky © 1978 Paddington Corp., N. Y.

J&B
RARE
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GAMEBITS

Photo by Maddy Miller, courtesy of Diversified Editions, Ltd.



"From the hand of Dali, the hand of Dali."

CHESS: STATE OF THE ART

En passant, as we trundle off to press, World Chess Champion Anatoly Karpov of the Soviet Union is leading Soviet defector Viktor Korchnoi in their title match being played in Baguio City, Philippines. . . . Lubomir Kavalek and James Tarjan have qualified for the next Interzonal Tournaments by finishing first and second, respectively, in the U.S. Closed Chess Championship (the third U.S. entrant will be either Edmar Mednis or Leonid Shamkovich). . . . And David Levy's wager against the world of computer chess will be put to the test again when he plays Chess 4.6, the Northwestern University computer program that recently won the world computer chess championship.

And now for the real news: Salvador Dali has created, quite literally with his own hands, a chess set which may be described with adjectives ranging from beautiful to grotesque. Two hundred fifty sterling silver sets (around \$10,000 apiece) and eight gold sets (price upon request) are being produced, with fingers of both Dali and Madame Dali serving as models. Kings and queens are crowned with a sculpture of a human tooth. Profits will form the Marcel Duchamp Endowment Fund of the American Chess Foundation. For information, write: Wise/McCaffery Fine Art Representatives, American Chess Foundation, 2230 East Imperial Highway, Suite 111, El Segundo, CA 90245.

—R.W.S.

I'M GOING ON A SAFARI AND I'M TAKING A . . .

Safari is a word game for three or more people (we've played with as many as twenty). One person takes the role of safari guide and decides on a particular kind of word, such as words that have one vowel, or words that begin and end with the same letter, or words that describe something soft, or words that describe something with antennae, etc. The common denominator can either have something to do with how the words are spelled or with what they mean. (You can make the game easier by announcing, before a round begins, whether the secret is in the spelling or the meaning of the words.)

The guide begins the game by saying: "I'm going on a safari and I'm taking _____" (an example of a word that has the property the guide

has chosen). The next player says, "I'm going on a safari and I'm taking _____" (an example of what that player thinks the property to be). If the word has the property chosen by the safari guide, the guide says, "You may go." If not, the guide says, "You may not go." At no time during the game is the property actually described. The game continues with each player saying one word in turn until everyone is giving correct examples of the kind of word chosen by the guide, or gives up.

The next round is begun by anyone who has an interesting idea for a new word property.

We're going on a safari and so far we're taking straw, pit, pot, pool, and snip. What are you taking? —B.D.K.

Answer Drawer, page 69



FREEWHEELING FIVE CARD DRAW

On a recent Sunday, Sippin Cycle Sales of Monroe, Connecticut, sponsored what is known among the motorcycle set as a "Poker Run." Nearly two hundred entrants were given detailed instructions that would lead them through seventy miles of scenic back roads. Riders signed in at five check points along the way, where each drew one playing card, so that all finishers arrived with a hand of five cards. A heart flush turned out to be the winner, but by then more attention was being paid to the beer and organized games, which included a fifty yard race with a cup of water balanced on each cyclist's head; the winning time was just under four seconds. Check motorcycle publications or your local cycle shop for similar events in your area. —P.M.W.





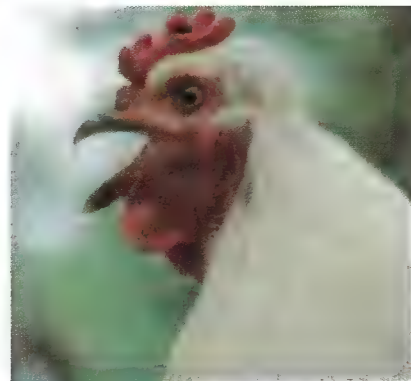
ELECTRONIC CORNUCOPIA

There must be a hundred electronic diversions to attract the game player this Christmas. And the November/December issue of *Creative Computing* Magazine plans to review many of them. About half of their Christmas issue will be devoted to games—not just the games you can play on sophisticated home computers, but also: in-depth reviews of over a dozen new handheld electronic games, brief reviews of all the programmable video systems (Dave Ahl, who reviews some of those units on page 53 of this issue of *GAMES*, is the publisher of *Creative Computing*), and a report on the long-awaited match between Tryom's Gammonmaster II and Texas Micro Games' Computer Backgammon. *Creative Computing* will also introduce their own line of programs for home computers. According to Ahl, seventeen of their first twenty-one cassettes are games, with at least five distinctly different games on each \$7.95 cassette. Single copies of the magazine are available for \$2 from *Creative Computing*, P.O. Box 789-M, Morristown, NJ 07960.

—R.S.

HALL OF CHAMPIONS

No ordinary bird, White Lightning broke a twenty-five-year record at the National Rooster Crowing Contest in Rogue River, Oregon, this past summer: 112 cock-a-doodle-dos in 30 minutes.



Richard C. Schmidt

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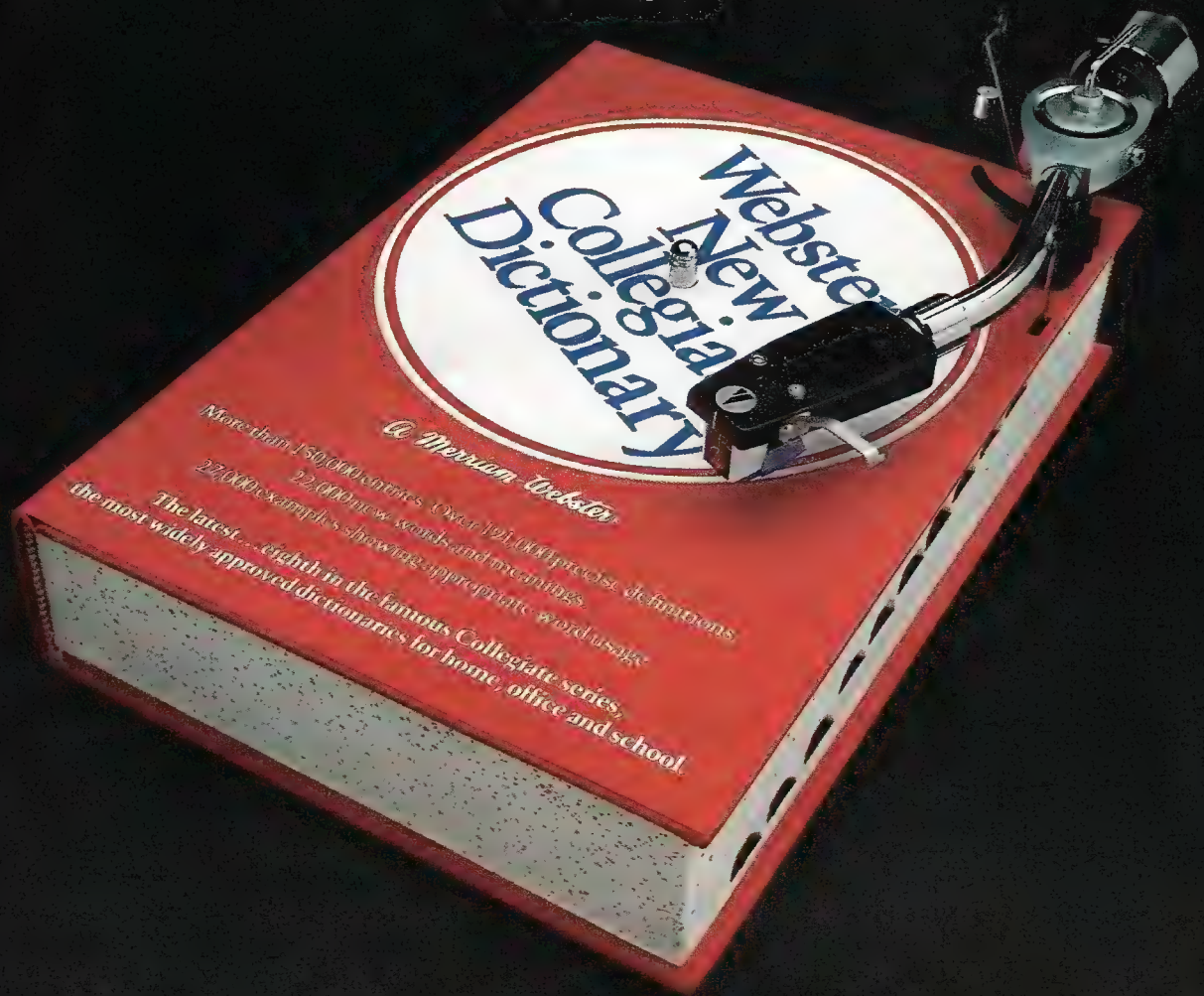


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dis•co



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Twenty-Five Words (or Less)

by Gloria Rosenthal

If my sister hadn't moved to Chicago and joined a Newcomer's Club, I never would have won thousands of dollars worth of television sets, refrigerators, bicycles, and trips to exotic places.

It all began on the first day of my visit. She was telling me about someone in the club who'd taken a correspondence course in, of all things, winning contests, and now "just kept on winning." Just as I was getting interested, her friend called to say she'd won another first prize—\$500 in cash. I was hooked even before I filled in my first entry blank.

As soon as I got back home I hurried to the library to gather information on the subject. All I found was a book called *The Contest Story*, but its resource list turned out to be all I needed. I sent for contest bulletins, subscribed to magazines about games and contests, and even signed up for a course in, of all things, contest winning. I also bought a loose-leaf notebook, titled the first page "Prizes," and ruled it for date, sponsor, and prize. I had faith! I also had a blank page for about six months. But my persistence finally paid off. No matter that my first prize was the last prize in the contest. No matter that it was a first aid kit, and I cut myself opening it. It was a prize, and I had won it, not by chance,

but with my skill, my words!

Even now, years after that first triumph, skill contests (where some form of writing is required) are my favorite. This puts me in a minority, according to Thomas Conlon, president of D. L. Blair, one of the largest contest-judging agencies in the country. He says that sweepstakes—prize promotions in which winning is *solely* a matter of chance—outdraw skill contests twenty to one.

The person who dreams of winning the big sweeps is sure there's nothing very mysterious about entering one of these enticing promotions. And really, there isn't—just write your name and

hopper, your outsize envelope won't get into it either.

Since the rules vary from one prize promotion (the general term for both sweeps and skill contests) to the next, you must read every entry blank carefully and do exactly as it says, no more, no less. You cannot increase your chances of winning by sending in the actual label instead of the handprinted substitute, nor can you increase your chances by subscribing to the magazine or ordering from the catalogue. It's not the sponsor's benevolence in operation here; it's the law. The government prohibits unauthorized lotteries, and that's exactly what a



Confessions of a Professional Contestant

send it in. But wait a minute! Did you *write* your name when the rules said "print"? Did you print when the rules said "sign"? Did you use any old piece of paper when those same rules specified a 3 x 5 piece? And what about the label, or the number from the bottom of the can, or the inner seal from the top of the jar? Or the handprinted substitute for any of these? Did you forget to enclose it in the envelope? And did you miss the postmark date or mail it too late to be received in time?

If you made even *one* of these mistakes, you won't be getting a prize. As a matter of fact, you won't even be getting your name into the hopper. And speaking of the

sweepstakes would become if entrants were required to pay money (purchase a product) in order to win a prize. No reputable firm ever risks running an illegal promotion, and every drawing is carefully conducted to comply with government regulations. (Disreputable firms are another story. I stick pretty much to contests run by well-known firms or publications, or those that list a judging agency. I'm skeptical of any contest requiring a cash entry fee.)

Don't be fooled by ads offering information, for a fee, on how to win a sweepstakes. There's only one rule—Obey the Rules! And there's only one way to increase your chances of winning—send in multiple entries to improve your odds.

Not so simple with skill contests. Whenever you have to write something—whether it's a statement, a jingle, a limerick, or an essay—it's the quality, not the quantity, that counts. And here you really *can* buy winning help. There are mail order courses, contest bulletins, contest clubs throughout the country, and even a National Contesters Association to join. (See lower right.) These aids to winning are entirely legitimate and you cannot be disqualified, or discriminated against no matter how often you win (government regulations again). I once won three major prizes from the same judging agency in one week! If I had been denied a prize on the basis of my previous wins, the sponsor would have been guilty of fraud.

To make sure that winners are chosen for skill rather than luck, the criteria by which entries are judged are published (read those entry blanks), and the judging agency must be prepared to justify its choice of winners. For example, in a recent Alka Seltzer contest, the entry blank stated that creativity counted for 60 percent, appropriateness to subject matter 25 percent, and sincerity, 15 percent. So be assured—judging is fair and nondiscriminatory. If the judges like the entry, you'll win the prize.

The only important part of *who* you are is how many different ways you can identify yourself. When you submit more than one entry to a particular contest and you win a prize, you'd like to know which entry won. It's more than curiosity; you want to learn the judging agency's preference for future contests. The trouble is, the letter bringing the good news only informs you of your prize, and not which entry won it. However, the letter will be addressed exactly the way the winning entry was filled out. So you need to "key" each entry. I can be G. Rosenthal, Gloria Rosenthal, Mrs. G. W., Mrs. L., Mrs. L. J., . . . and on and on. I keep a record of every entry with the keyed name next to it. If a letter comes addressed to Mrs. G. Rosenthal, I check that entry and know for certain which one came through for me.

Since skill contests are judged and not

decided by chance, the sponsor can, and usually does, require that you buy his product and send in a label. This is perfectly legal. In contest lingo that label or box top is called a qualifier. You can always spot a true contestant by the topless boxes and label-less cans in her kitchen and in the kitchens of her friends and relatives: contestants gather qualifiers where they find them. (However, if the rules say a facsimile is acceptable, be assured that it is.)

Of course, here again it's important to understand and to interpret the rules correctly. Take the well-known "twenty-five words or less," which is usually preceded by, "Finish this sentence in . . ." Pay attention! If you are asked to complete a sentence, do just that—don't write *two* sentences. And don't try to stay inside the word limit by using a lot of contractions—contractions count as two words. If you want to say you don't like something, don't say *I don't like* (four words); say *I dislike* (two words). Same meaning, different word count. Although hyphenated words also count as two words, hyphens can often replace idle words like *and*, *the*, and *but*. Colons and dashes can frequently be used in the same way. In one contest I used lots of hyphenated words: "one-step-method of mixing," "all-inclusive," "firm-holding." I got the most out of every word in that entry, and I also got a first prize.

If you try your hand at jingle and limerick contests you'll find that a good rhyming dictionary is a great help. An out-of-the-ordinary rhyming word will often suggest a winning line to you. Contest bulletins offer advice on jingle contests, giving lists of rhyming words along with lines that have won previously in similar contests.

Coining new words is also a good idea, especially when creativity and originality rank high in judging standards. Some of my coined words—"combomagic," "econosized"—and unusual wordplay—"asset test," "label hopping," "berried treasure"—have won big prizes. These words are called red mittens, because you're waving them in front of the judge to catch his eye (see how it's done). I've always wanted to win a boat so I could christen it *Red Mittens*.

Another device, the mystic three, often makes an entry stand out. Phrases like hook, line, and sinker; and high, wide, and handsome are examples of the mystic three, albeit trite ones. I've won with mystic threes many times, using "safer, surer, speedier" (about a washing machine); "space to stock food, stack dishes, store utensils" (my dream kitchen); and "so important to health, so delightful to taste, so necessary for that fresh fruit texture."

I can't quote the complete entries because I've signed affidavits agreeing that I wouldn't reveal them to anyone. Sponsors often request this kind of secrecy,

and in some cases will send a detective to the home of a potential big winner to ask certain questions: Are you related to or do you work for, the sponsor or the advertising agency? Will you keep your entry a secret? Any big winner will tell you that mail is the highlight of the day; affidavits are better than love letters, and a Burns Detective is one of the Beautiful People.

Contest prizes can be unique (a supermarket shopping spree—all I could take in fifteen minutes, and I used labels from that haul to win other contests); exciting (an all-expenses-paid trip for two to Las Vegas, where I didn't win a thing); and exotic (a weekend of deep-sea fishing for my own party of eight). It's difficult to pick a favorite prize. Could it be the dishwasher that I deliberately set out to win? Or the first prize trip to Jamaica, when all I was hoping for was a bicycle for my son? (I won that later on). Or maybe the \$2,100 in cash that enabled me to rationalize away three months of extravagant spending. The bigger prizes brought bigger thrills (and bigger taxes!), but the smaller prizes had their own power to please.

Contesting is a thrilling, exhilarating, rewarding hobby (there's that mystic three again), and if you can't wait to get started you don't have to wait for major contests like those mentioned in this article. There are many magazines and newspapers carrying a variety of contests and competitions, and there are contests in every issue of *GAMES*. The challenge and suspense is half the fun, and as for the thrill of winning, well . . . see you in Bermuda. □

For Serious Contesters

Contest News-Letter.

A 12-page monthly bulletin containing rules, deadlines, judging information, winning help for current contests; reports of wins and winning entries; occasional interviews with judging agencies and big winners. Subscription rates: \$10 for one year. For free sample copy send self-addressed, stamped (28 cents) business size envelope to: R.Tyndall, P.O. Box 1059, Dept. G, Fernandina Beach, FL 32034.

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A 12-month correspondence course featuring 75 lessons, 2,000 winning entries. Cost is \$48 at \$4 per month; or \$40 if paid in full. Free for one year with course is Confidential Contest Bulletin containing information and winning help for current contests; Bulletin available separately by subscription, \$6 for ten issues. Write to: Shepherd School, P.O. Box 366, Dept. G, Willingboro, NJ 08046. For sample copy of Bulletin enclose 75 cents.

National Contesters Association.

Annual dues of \$5 include a subscription to the NCA Bulletin (five issues a year) containing current contest news, winning help, articles by big winners, news of NCA conventions, and an NCA contest (with cash prizes) in every issue. Write to: Tom Morris, 50 Canterbury Road, New Milford, CT 06776.

Gloria Rosenthal (shown on page 13 during her first-prize supermarket shopping spree in 1959) is a freelance writer whose work has appeared in *Good Housekeeping*, *McCall's*, *Saturday Evening Post*, and the *Wall Street Journal*.

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And if someone in your family hasn't asked for us yet, get ready.

They're going to.

MORE GAMES.



MORE FUN.

Stalking the Wild Hexagon

Fourth National Wargaming Convention

by Jon Freeman

Surviving a lack of air conditioning, air circulation, and, it often seemed, air period, some 3,500 dedicated gamers gathered at the University of Michigan, Ann Arbor, last July for Origins '78, the fourth national wargaming convention. If it was too uncomfortable to sleep, there was no time to rest, anyway, no time to eat, and certainly no time to be bored. Even without participating in any of the thirty or forty scheduled events in progress at any moment, you could have played the entire seventy-two hours without repeating games or opponents, and without moving from the dining hall.

Wargamers reenact historical battles while paying close attention to such details as terrain, supplies, troop morale, and changing weather conditions. Some scenarios allow players to rewrite history and modify the nature of the contest as they choose. (What would have happened on D-day if the Allies had landed near Le Havre instead of on the Normandy beaches?) In some games, miniatures enthusiasts maneuver intricately crafted and carefully painted lead figures on elaborate, scaled terrain measuring up to 50 square feet, while in the currently more popular "board" wargames, players move cardboard counters (coded to indicate variables such as combat strength and movement capability) on hexagonal-gridded map boards. Although twenty-page rule books and ten-hour playing times are formidable obstacles to the newcomer, simulations allow gamers who demand realism and complex-

ity the chance to test their mettle against Patton and Rommel—without having to duck artillery shells. Also well represented at the convention were the fantasy role-playing games, in which participants become denizens of an imaginary world—adventurers facing dragons and demons and magic spells.

As the dedication demanded by these games is not found in your average Monopoly player, partners and opponents are as difficult to find as innovative bureaucrats; a gathering like Origins thus becomes an occasion to cram a year's worth of gaming into a single weekend.

Ninety-five percent of the people attending the convention were men. They were younger than I had expected (mostly high school and college students) and quite friendly, with little of the cliquishness often found at science fiction conventions. Wholehearted enthusiasm was more typical of the play than the grim seriousness I'd half anticipated, and, at least in the impromptu sessions in the open gaming areas, the standard two-person wargames took a back seat to those that more could play. Every time I paused for breath nearby, I found myself dragged into one game or another. I traced the rise and fall of civilizations in Ancient Conquest, joined a few rounds of the ubiquitous Cosmic Encounter, and learned to play Urk, a bizarre game featuring giant apes in a tag-team match with six-inch rubber dinosaurs (the details are even more implausible). The fantasy dungeon of Metagaming's Death Test, nominally a self-programming soli-

taire adventure, worked well enough for four of us to play a quartet of warriors while a referee ran the monsters. Only schedule conflicts kept me from trying Assassination, in which each entrant was given a rubber dart gun and a Polaroid snapshot of his intended target (another player) before being turned loose with his fellow lunatics in the woods in front of the convention site. This sport proved so popular that a few of its more enthusiastic protagonists were still noisily about at 2:00 A.M.

Unfortunately, most of the panels were devoted to rehashing common knowledge and giving tedious answers to silly questions like "Why haven't you made a game out of... [insert the name of your favorite science fiction novel]?" Or "What if I want to add something to my dungeon that's not in the book?" (Then do it, what do you think is stopping you?)

There were some exceptions. The panel held by Simulations Publications, Inc. (SPI) on their Tolkien game, War of the Ring, provided a good deal of unintentional amusement when the game's designers—Howard Barasch, Eric Goldberg, and Richard Berg—could agree on almost nothing except that the rules needed rewriting. Berg in particular kept the audience roaring as panelists described some of their initial (and subsequently rejected) ideas for the game's chance cards, such as "Hobbits stoned on pipe-weed—lose one turn." In the exhibit hall, the manufacturers' presence

(continued on page 64)



'I know why I smoke'

"There's only one reason I ever smoked. Good taste.

"So when I switched to low tar, I wasn't about to give that up. If you don't smoke for taste what else is there?

"But there was all that talk about tar.

"Unfortunately, most low tar cigarettes tasted like nothing. Then I tried Vantage.

"Vantage gives me the taste I enjoy. And the low tar I've been looking for."

Vince Dougherty

Vince Dougherty
Philadelphia, Pa.



Regular, Menthol,
and Vantage 100's

FILTER 100's: 10 mg. "tar",
0.8 mg. nicotine, FILTER,
MENTHOL: 11 mg. "tar", 0.8 mg. nicotine,
av. per cigarette, FTC Report MAY '78.

Warning: The Surgeon General Has Determined
That Cigarette Smoking Is Dangerous to Your Health.

10 Tricky Brainteasers

by Martin Gardner



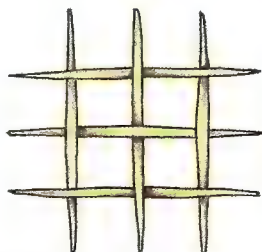
You don't need to know any advanced mathematics to solve these puzzles—all you need is a knowledge of English and the ability to think logically. But watch out for booby traps!

Answers next issue.

1. Get the Devil Out of Bed

The illustration below shows how six toothpicks can be interlocked to set up an old stunt called "Getting the Devil Out of Bed." Put the construction on top of an inverted drinking glass and set fire to one of the corners. As soon as the flame burns past an intersection, the picks suddenly spring into the air.

It is not well known that the stunt can be done with fewer than six toothpicks. What's the smallest number you can use?



2. Who Thumbed His/Her Nose?

A magician was entertaining a married couple in his living room. "When I turn around to face the wall," he said, "I want you to agree between yourselves that one of you will act the role of a liar (who always answers untruthfully), and the other will act the role of a truther (who always answers truthfully). Be sure I can't overhear anything. Then I want one of you to thumb his or her nose at my back."

After this was done, and the couple

again had their hands at their sides, the magician turned around to face them. He asked the man a single question answerable by yes or no. Even though he did not know who was the truther and who the liar, as soon as the man replied he guessed correctly who had thumbed his/her nose. What was the question?

3. Crazy Cut

This one looks much easier than it is. You are to make one cut (or draw one line)—of course it needn't be straight—that will divide the figure into two identical parts.



4. Find the Oddball

If you have two identical balls, one heavier than the other, you can easily determine which is heavier by putting them on opposite pans of a balance scale. If there are four balls, all the same weight except for one heavier one, you can find the heavier one in two weighings.

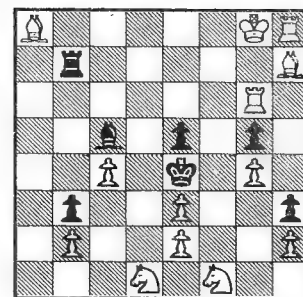
Suppose you have nine identical balls, one of which is heavier than the eight others. What is the smallest number of weighings needed for positively identifying the odd ball?

5. Big Cross-out Swindle

Cross out nine letters in such a way that the remaining letters spell a single word. NAISNIENLGELTETWEORRS

6. Move and Not Mate!

All you have to do here is to show how White can make one legal chess move that *won't* checkmate Black. (Purists will note that the position *is* a possible one even though there are two White bishops on white squares. White has promoted one of his missing pawns to a bishop.)



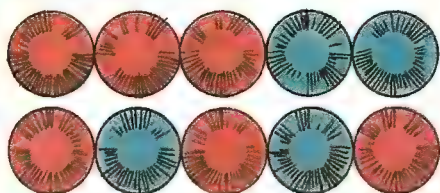
7. Poker Chip Switch

Put three red poker chips and two blue chips on a table in a straight line as shown in the upper diagram on the next page. The problem is to change them so that the chips alternate colors as shown in the lower diagram.

The rules are as follows. A move consists of putting the tips of two fingers on any pair of touching chips, one of which

must be red, the other blue, then sliding the pair to another spot on the imaginary base line. The shifted pair must remain touching at all times, with the left chip on the left and the right on the right.

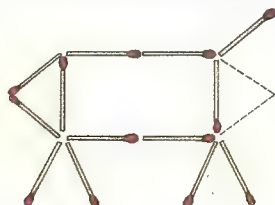
If you were permitted to move any two chips, you could solve the problem in three moves: slide 1 & 2 from left to right end, move 5 & 1 to right end, then slide 3 & 4 right to close the gap. But four moves are needed if each shifted pair includes a chip of each color. What are the four moves?



8. Reverse the Dog

Arrange thirteen paper matches to make a dog that faces to the left as in the diagram below. By lowering the dog's tail to the top dotted line, then moving the bottom match of the dog's head to the other dotted line, you have changed the picture so that the dog is looking the opposite way. Unfortunately, this leaves the dog's tail (now on the left) slanting down instead of up.

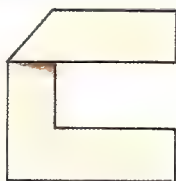
Can you move just two matches to make the dog face to the right, but with his tail pointing upward as before?



9. Funny Fold

Scott Kim, who tells me he invented this puzzle in sixth grade, has cut a large capital letter from a sheet of paper and given it a single fold.

It is easy to see that the letter could be an L, but that is *not* the letter Kim cut out. What letter is it?



10. Astrological Cryptarithm

$$\begin{array}{r} \text{T A U R U S} \\ + \text{P I S C E S} \\ \hline \text{S C O R P I O} \end{array}$$

Each letter in the above addition problem stands for one of the ten digits, and different letters stand for different digits. Of course, the initial letters of the three astrological signs cannot stand for zero.

What is the unique solution? ☐

Martin Gardner writes the Mathematical Games column in Scientific American and is author of The Annotated Alice and other books.

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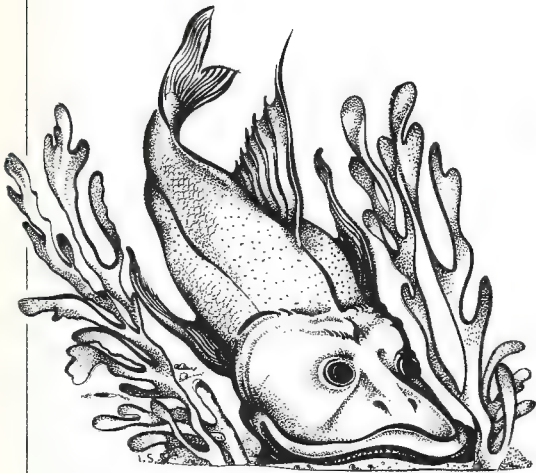
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Call Our Bluff

Encyclopaedia Zoologica

A not-to-be-trusted soul by the name of Jeremy Piltdown has conjured up this obfuscating little quiz to see who really knows the animal kingdom. Jeremy's object (truth often being stranger than fiction) is to confuse the real world with the imaginary by providing equally bizarre examples of both. Your task is to figure out which of the animals on this page are nothing but figments of Jeremy's imagination and which are indeed real.

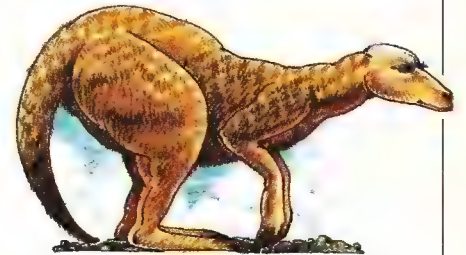
Answer Drawer, page 69



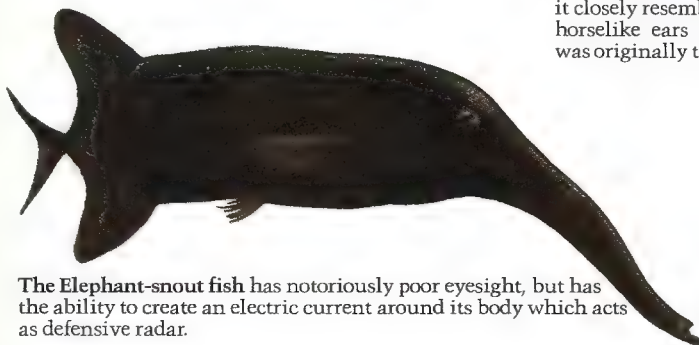
The **Platyp Mosker** is a scavenger fish found mainly in the deepest parts of the North Atlantic. It is characterized by enormous "lips" with which it literally vacuums its food from the ocean floor.



The **Okapi** is a relative of the giraffe, which it closely resembles in certain respects. The horselike ears are probably the reason it was originally thought to be a type of horse.



The **English Kylin**, a relative of the European Kangaroo, is distinguished by its bald head and almost non-existent ears. It is prized by furriers for the unusual criss-cross pattern of its coat.



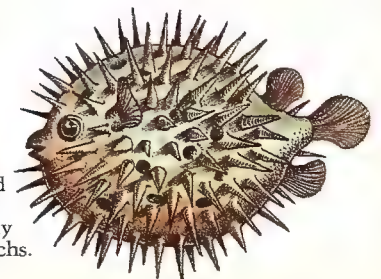
The **Elephant-snout fish** has notoriously poor eyesight, but has the ability to create an electric current around its body which acts as defensive radar.



The **Secretary Bird**, named for its clerical coloring and the resemblance between its crest and a bunch of quill pens stuck behind the ear, can grow to four feet in height, and is often tamed to get rid of snakes, which it can stomp to death with its powerful webbed feet.



The **Pocket Gopher** is a small burrowing rodent of North America. Its name comes from the fur-lined cheek pouches in which it carries food.



The **Porcupinefish** is a tropical fish whose body scales can erect into spines when it is swallowed by larger fish, enabling it to rip its way out of enemy stomachs.

Illustrations by Isadore Seltzer.

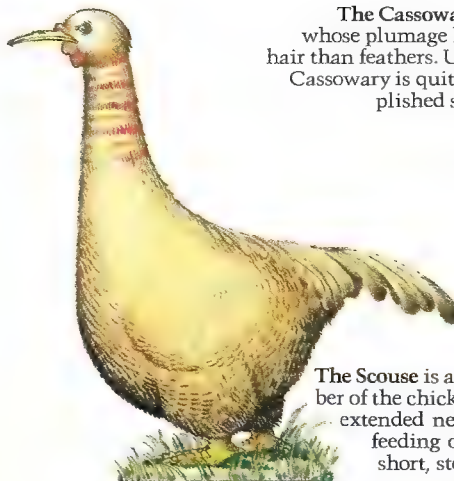
The Cuttlefish has eight arms, two tentacles, and two large eyes yielding a peripheral vision of 360 degrees. It displays a striped pattern on its body when courting.



The Cassowary is a large bird whose plumage looks more like hair than feathers. Unable to fly, the Cassowary is quite an accomplished swimmer.



The Tarsier is a five-inch long relative of man, related by its opposable thumb, big toe, and relatively large brain. Like the owl, the Tarsier is able to look completely backwards over either shoulder.



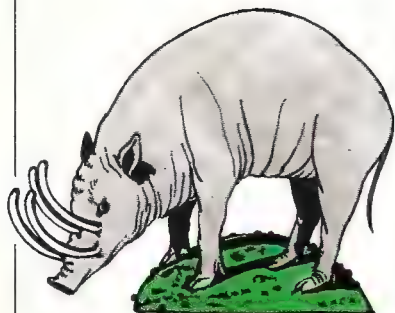
The Scouse is a wingless, nocturnal member of the chicken family, having an over-extended neck, a thin, strong beak for feeding on burrowing insects, and short, stocky legs for rapid escape.



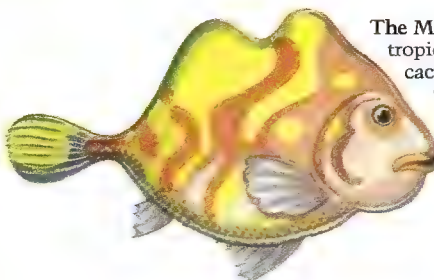
The Saiga is a sheeplike Asian antelope that has a very bulbous nose protruding beyond the mouth, somewhat resembling a sawed-off elephant's trunk.



The Tab-rat is an aquatic rodent, named for its tab- or paddle-like feet which prevent it from walking on land.



The Babirusa, or pig deer as it is also called, is an East Indian mammal resembling a large hog. The male has long upper front teeth that curve back out through the lips; a native belief has it that he sleeps suspended from a tree by these tusks.

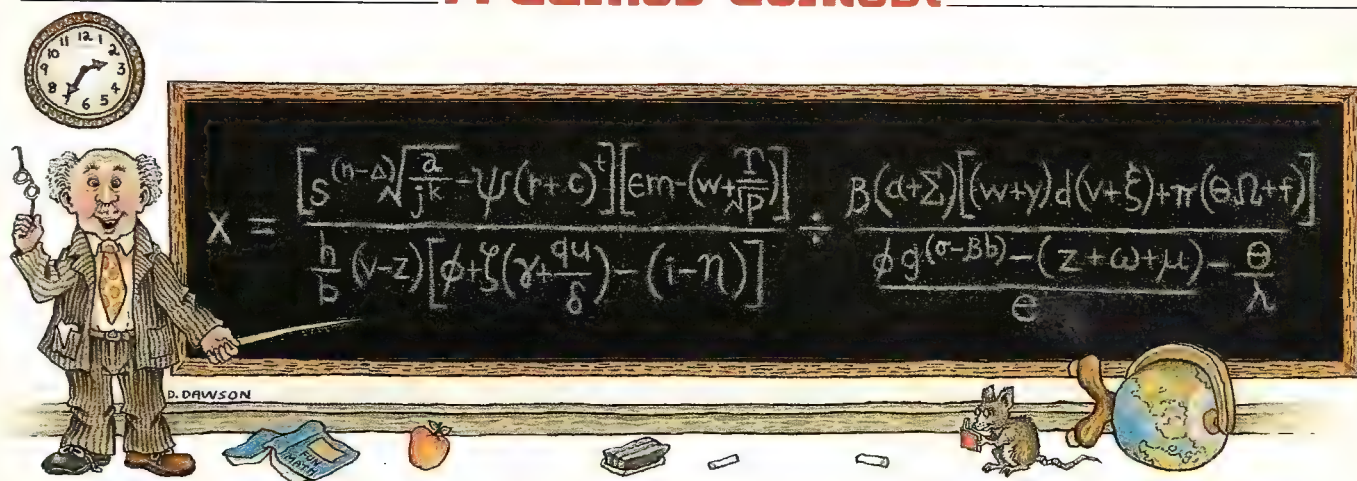


The Midgeon is a small boneless tropical fish, considered a delicacy by many. It is nicknamed Camelfish for the double raised ridges or "humps" along the spine.



The Echidna is a four-legged burrowing mammal somewhat larger than a hedgehog, whose hair is mingled with spines and whose mouth is wholly toothless.

A Games Contest



The First—and Maybe the Last— Calculatrivia Marathon

First Prize: A 16K Apple II Home Computer System (with both integer and floating point BASIC in ROM, RF modulator, and cassette tape recorder), courtesy of The Computer Factory, New York, NY.

Four Honorable Mention Prizes: A GAMES T-shirt.

Here at last is a contest that calls for prowess in the realms of both trivia and mathematics. To enter, all you have to do is answer a few easy questions on the next page, then use those answers to determine the value of X in the little equation above.

Actually, we believe that a knowledge of ninth-grade math will suffice to solve the equation, provided of course that you've accurately determined the values of all the variables (represented by the English and Greek letters). Here is what you have to do:

1. Determine, by any convenient method, the value of each of the forty-three variables as defined on the next page. Though some of the definitions might be considered tricky, we feel confident that there is one and only one correct value for each variable. Do not strain to find unusual ways to interpret any of the definitions; the intended meanings are the literal and straightforward ones in all cases. For example, a "landlocked" country is one not bordering on any ocean; and such a country should still be considered landlocked, for the purposes of this contest, even though it might have access to an ocean by river or treaty.

2. Substitute the value for each variable into the right-hand side of the equation (some variables appear more than once) and perform all indicated arithmetic operations. Standard mathematical usage is in effect, *except: Where square root radicals are used, only the positive root should be considered.* For example,

$\sqrt{49}$ should be evaluated as 7 for the purpose of solving the equation, and not as -7 , even though both numbers are square roots of 49.

3. Please do not call us with questions of interpretation.

4. Entry blanks must be filled out completely, including not only the value for X but also for each variable. The value you get for X should be expressed on the entry blank as either an integer or a proper fraction, as the case may be. The winning entry will be the one that correctly states the value of X; if no entry correctly states the value for X, then the winner will be the entry with the greatest number of correct values for the forty-three variables. In either case, ties, if any, will be broken by random drawing from among those entries which tie. We have no idea whether we will receive zero, a few, or many completely correct entries, so it may be worth your while to enter even if you do not think you have correctly determined the value of X.

Clip or copy this entry blank and mail it to:

**Calculatrivia/GAMES Magazine,
515 Madison Avenue,
New York, NY 10022**

Entries must be received by December 1, 1978.

Name _____

Street Address _____

City _____

State _____ Zip _____

All entries become the exclusive property of GAMES.
No submissions will be returned.
Void where prohibited by law.

X = _____

a = _____ m = _____ z = _____ ξ = _____

b = _____ n = _____ α = _____ π = _____

c = _____ p = _____ β = _____ σ = _____

d = _____ q = _____ γ = _____ φ = _____

e = _____ r = _____ δ = _____ ψ = _____

f = _____ s = _____ ε = _____ ω = _____

g = _____ t = _____ ζ = _____ Δ = _____

h = _____ u = _____ η = _____ Σ = _____

i = _____ v = _____ θ = _____ Υ = _____

j = _____ w = _____ λ = _____ Ω = _____

k = _____ y = _____ μ = _____

The Questions

- a = Street number of the White House
- b = Number of landlocked countries in South America
- c = Number of gills in a gallon
- d = Number of U.S. presidents that preceded Pierce
- e = Smallest three-digit palindromic number not ending in 0
- f = Number of counties in Rhode Island
- g = A.D. Year in which the Alamo fell
- h = Number of moons of Mars
- i = Cube root of 4,913,000
- j = Number of colors in the flag of Mauritius
- k = Number of "Best Actress" Oscars won by Katharine Hepburn
- m = Number of Superbowls held to date
- n = Number of Books that precede Ruth in the Old Testament
- p = Number of black keys on a standard piano
- q = Number of carbon atoms in a molecule of nitroglycerine
- r = James Bond's number, backwards
- s = MCDLXIV
- t = Number of humps on a Bactrian camel
- u = Reciprocal of 0.0625
- v = Number of signers of the U.S. Declaration of Independence
- w = First three digits of the zip code of Fairbanks, Alaska
- y = Number of playing cards (in a standard deck) which depict one-eyed faces
- z = Number of times the word "ten" is spelled out on a \$10 Federal Reserve Note

- α = Number of zeros in one octillion (American system)
- β = Smallest positive number that rhymes with plenty
- γ = Number of years referred to by Lincoln at the beginning of his Gettysburg Address
- δ = Hardness of gypsum on Mohs' Scale
- ϵ = Most recent non-leap year that was divisible by 4
- ζ = Number of purchasable properties in a Monopoly game
- η = Number of lines in a Shakespearian sonnet
- θ = Between midnight and noon, the number of different readings containing at least two 3s (hours and minutes only) that will appear on the face of a digital clock
- λ = Number of letters in the U.S. state capital with the longest name
- μ = Number of hours difference (expressed as a positive number) between Pacific Standard Time and Atlantic Standard Time
- ξ = Number of edges on one face of a parallelepiped
- π = pH of H₂O
- σ = Number that completes this sequence: 0, 2, 6, 12, 20, 30, —
- ϕ = Sum of the atomic numbers of wolfram, quicksilver, and tritium
- ψ = 23°F. in degrees Celsius
- ω = Number of times a bell rings on a ship at noon (under standard maritime practice)
- Δ = Number of U.S. states whose names begin and end with the same letter
- Σ = Geometric mean of 19 and 304
- Υ = Sum of all primes between 55 and 65, between 85 and 90, and between 200 and 215
- Ω = Smallest perfect number greater than 6

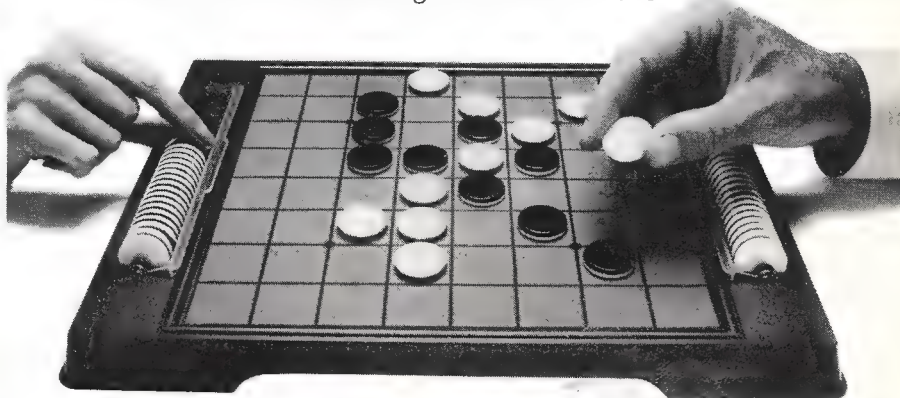
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PENCILWISE



Illustrations by Beth Cannon

Crossword à l'Anglaise

by Will Shortz

Foiled by the clues? That's the fun of British crosswords. Although they often seem ridiculous, the clues are for real and usually have *two* parts: (1) A definition, or direct reference to the answer, and (2) A literal play on words, such as an anagram, pun, etc. In 10 ACROSS, for example, "incorrect inn rate" is the wordplay indicating that INN RATE can be rearranged (it is "incorrect") to produce the answer ENTRAIN, which means to "board." (The number of letters in answer words is given in parentheses.)

In the warmup puzzle, you will find examples of each of these clue types: second definition, concealed word, homonym, anagram, charade, and reversal.

Answer Drawer, page 66

ACROSS

- 1 Am up the wrong way with the cat (4)
- 3 Stylishly dressed, sort of? (2, 1, 7)
- 10 The incorrect inn rate for board (7)
- 11 She will contract before the current coating (7)
- 12 Inoculate cow's mate in jaw? (5, 3, 4)
- 15 Crushed the \$1,000 ring (6)
- 16 British statesman, leader of deliverance to the Jew (8)
- 18 Now I land oddly secure (4, 4)
- 20 Russian leader almost sounds like he's delayin' (6)
- 23 Behead the Marxist for changing, naturally (12)
- 26 Compel inside, then, for certain (7)
- 27 Money, in Greece, gives an ad charm, somehow (7)
- 28 Quartet singing in the saloon with beers (uncentered) and a lot of hops (10)
- 29 Second-hand American edition (4)

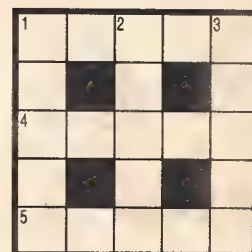
DOWN

- 1 Push a fine man into publicity director (5, 5)
- 2 Foolishly implores to Superman's city (10)
- 4 Thin N's reshaped in parts (6)
- 5 Worms for a former Congressional doorkeeper (8)
- 6 Heavenly celebrity around the wing of the house (7)
- 7 I'll listen for the key (4)
- 8 Make out the slender part of a bottle (4)
- 9 Van Buren is out of martinis (6)
- 13 Complains about upset stomachs (10)
- 14 Eccentric lady ends in an amusement park (10)
- 17 Lew rests badly and sweats in the heat (8)
- 19 Move apart terribly grieved (7)
- 21 Part of the body of the god of thunder and fire (6)
- 22 The stallion stands on a dime in the artist's workroom (6)
- 24 Mr Alpert's medicine, naturally (4)
- 25 The middle of a safari seen from a distance (4)

Warmup Puzzle for New Solvers

by J. L. Wilkinson

with detailed explanations in Answer Drawer, page 66

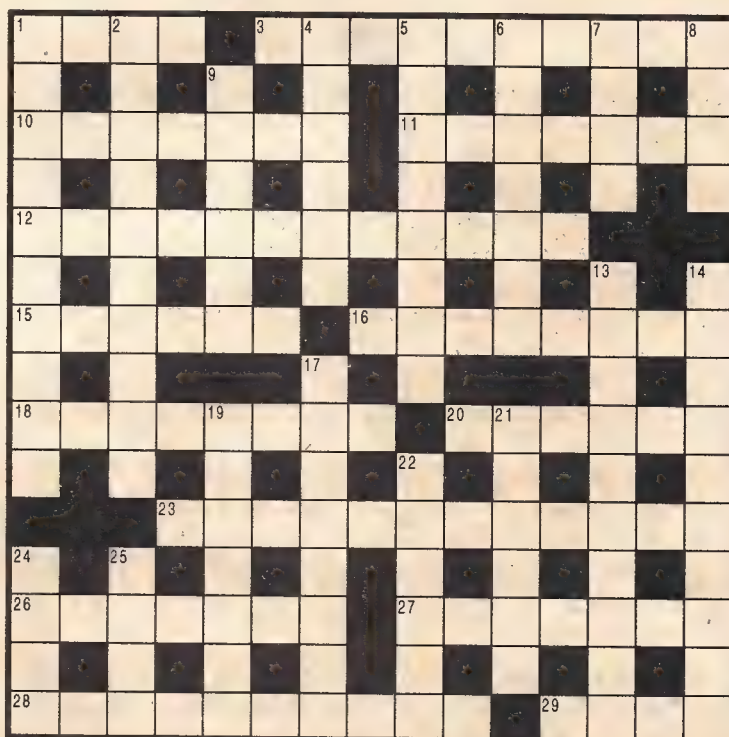


ACROSS

- 1 Classic author makes a hit (5)
- 4 Rage that the investor meekly concealed (5)
- 5 Listen, it's a penny perfume (5)

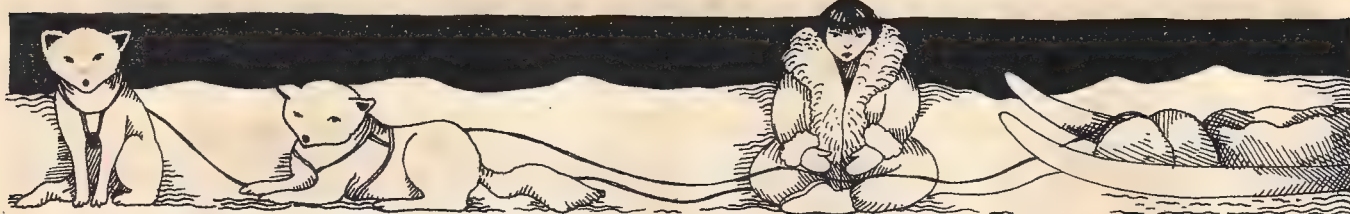
DOWN

- 1 Shots disturbed the party-throwers (5)
- 2 Cow sounds east of the elk's cousin (5)
- 3 To get timer back, send money (5)



An Eskimo Cipher

by Ken Webb



It's not as difficult to learn a little of the Eskimo language as you might think. Start by calling it Inuktitut as the Inuit (Eskimo) people of the central Canadian Arctic do. Though Inuktitut strings letters, words, and thoughts together differently than English, it has its own internal logic. Whereas sentence elements are separated in English, they are combined into "compound words" in Inuktitut. Your task is to translate the num-

bered words and sentences on this page. First, study the English list (# 1-17) of sentence elements used in Inuktitut. Then compare the equivalent Inuktitut and English sentences below and write your translations of the sentence elements in the spaces provided. You will then be ready to test your "deciphering" ability on the sentences that follow.

Answer Drawer, page 68

- Iglumik tautukpunga I see the house.
 Sikumik tautukpuq He sees the ice.
 Nunamik tautukputit You see the land.
 Iglumi sinikpunga I sleep in the house.
 Inungmik tusaqputit You hear the person.
 Apummi sinikpuq He sleeps in the snow.
 Iglumik tautukputit You see the house.
 Tuktumik tusaqpunga I hear the caribou.
 Iglumut tikipuq He arrives at the house.
 Tupirngmi sinikputit You sleep in the tent.

Write in the Inuktitut equivalents of these English words:

- | | |
|------------------------|----------------------------|
| 1. (the) house _____ | 10. he _____ |
| 2. (the) ice _____ | 11. see(s) _____ |
| 3. (the) land _____ | 12. hear(s) _____ |
| 4. (the) person _____ | 13. arrive(s) _____ |
| 5. (the) snow _____ | 14. sleep(s) _____ |
| 6. (the) caribou _____ | 15. at _____ |
| 7. (the) tent _____ | 16. in _____ |
| 8. I _____ | 17. (no preposition) _____ |
| 9. you _____ | |

At this point you should know enough Inuktitut to translate these sentences into English:

18. Sikumut tikipunga. _____
 19. Tuktumik tusaqputit. _____
 20. Nunamik tautukpuq. _____

And can you translate these English sentences into Inuktitut?

21. I see the snow. _____
 22. You arrive at the tent. _____
 23. He sees the caribou. _____

Your Pockets May Jingle

by Jack Luzzatto

ACROSS

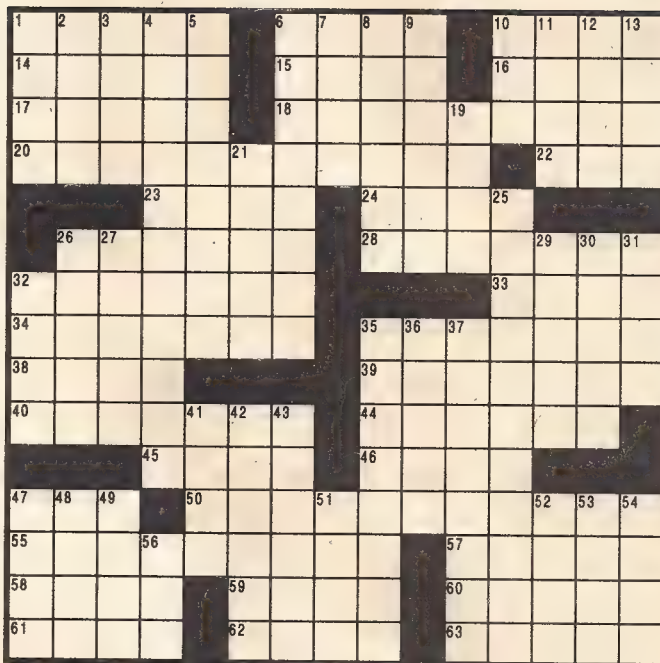
- 1 Piquancy
- 6 Gentlemen? Never!
- 15 Swamps
- 14 Drink with marshmallows
- 15 Leave out
- 16 Spoken
- 17 Diarist Nin
- 18 Lucky Lindy: 2 wds.
- 20 Underpaid hack writer: Compound
- 22 Veer off course, as a boat
- 23 Medicinal plant
- 24 Verve
- 26 Scottish music
- 28 Puts up a fight
- 32 Payment for service: 2 wds.
- 33 Ancient beauty, for short
- 34 Helen Hayes, e.g.
- 35 With pride and arrogance
- 38 Religious festival of India
- 39 Shortage of red blood: Var.
- 40 Weight-lifting feat
- 44 Holy books
- 45 Simplicity
- 46 Knight of the road
- 47 Lawyers' group, for short

- 50 Maneuver sharply, as a car: 4 wds.
- 55 Give _____ (show no mercy): 2 wds.
- 57 Hereditary units
- 58 Take the show on the road
- 59 Something extra
- 60 Red cosmetic dye
- 61 Oil country
- 62 "Auld Lang _____"
- 63 Sleep soundly?

DOWN

- 1 Small capital letter: Abbr.
- 2 Corn bread
- 3 Words from an optimist
- 4 Avoid the cliché: 3 wds.
- 5 The lap of luxury: 2 wds.
- 6 Oxford, et al.
- 7 French cry for help: 2 wds.
- 8 Meal
- 9 Addison's literary partner
- 10 Fearsome snake
- 11 Wild party
- 12 Festive party
- 13 Seattle _____ (race horse)
- 19 Historical periods

- 21 First-class ratings: 2 wds.
- 25 Early cinema
- 26 Lead runner
- 27 Basketry fiber
- 29 Oozy muck
- 30 Low-caste Hindu merchants
- 31 Versatile bean: Var.
- 32 Bivouac
- 35 It pulled taxis once
- 36 It makes you cry
- 37 Corned-beef partners
- 41 _____ horse (got in the saddle): 2 wds.
- 42 Takes the place and the power
- 43 Vivaciously
- 47 Prefix for body and freeze
- 48 Yokel
- 49 Latin water
- 51 Nine in German
- 52 _____ many words: 2 wds.
- 53 Golda
- 54 Laborer of yore
- 56 Subject of an ode by Keats



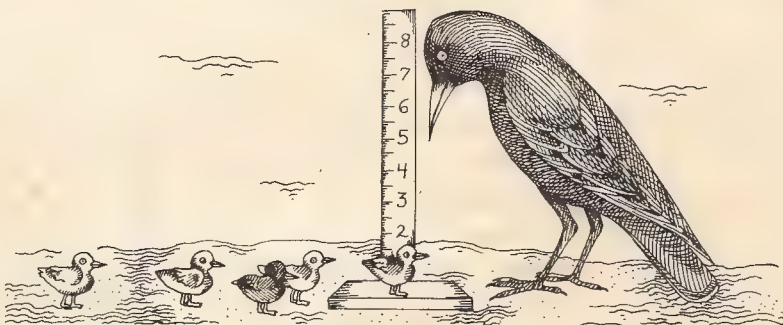
Answer Drawer, page 67

Measure Up

by Anna Graham

Five related units of measure are listed in each column in scrambled form. But, after they have been unscrambled, they will still be out of order as a group. Can you number the units of measure in each group in their proper order from smallest to largest?

Answer Drawer, page 65



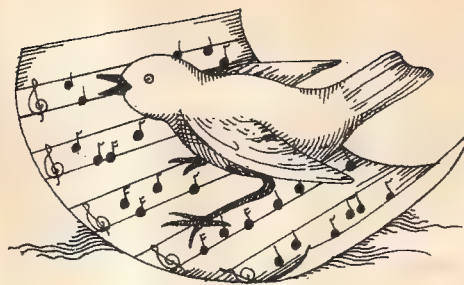
- | | | |
|--------------------|-----------------|-------------------|
| A. TOEKLERMI _____ | F. LANGLO _____ | K. UNPOD _____ |
| B. LIME _____ | G. REBRAL _____ | L. MARIGLOK _____ |
| C. UGALEE _____ | H. NIPT _____ | M. NOT _____ |
| D. HOFMAT _____ | I. LIGL _____ | N. ONCUE _____ |
| E. GOLFRUN _____ | J. TARQU _____ | O. ARACT _____ |

Whistle While You Work

by Gloria Rosenthal

Can you match the occupational titles in the first column with the song titles in the second? (You may have to sing the first line or two of some of the songs, or check a dictionary, to find a connection.) To make it tougher, we've included two extra song titles. If you get a perfect score, you're probably a sesquipedalian.

Answer Drawer, page 65



1. abecedarian _____
2. amanuensis _____
3. apiarist _____
4. augur _____
5. calligrapher _____
6. campanologist _____
7. cartographer _____
8. ecdysiast _____
9. lapidary _____
10. lepidopterist _____
11. oenologist _____
12. spelunker _____

- a) DRINK TO ME ONLY WITH THINE EYES
- b) FLIGHT OF THE BUMBLE BEE
- c) DO YOU KNOW THE WAY TO SAN JOSE?
- d) I'VE BEEN WORKING ON THE RAILROAD
- e) I'M GONNA SIT RIGHT DOWN AND WRITE MYSELF A LETTER
- f) HOW DEEP IS THE OCEAN
- g) PLEASE TAKE A LETTER, MISS JONES
- h) A, YOU'RE ADORABLE
- i) LET ME ENTERTAIN YOU
- j) FOR ME AND MY GAL
- k) POOR BUTTERFLY
- l) DIAMONDS ARE A GIRL'S BEST FRIEND
- m) CLEMENTINE
- n) IT'S A LOVELY DAY TOMORROW

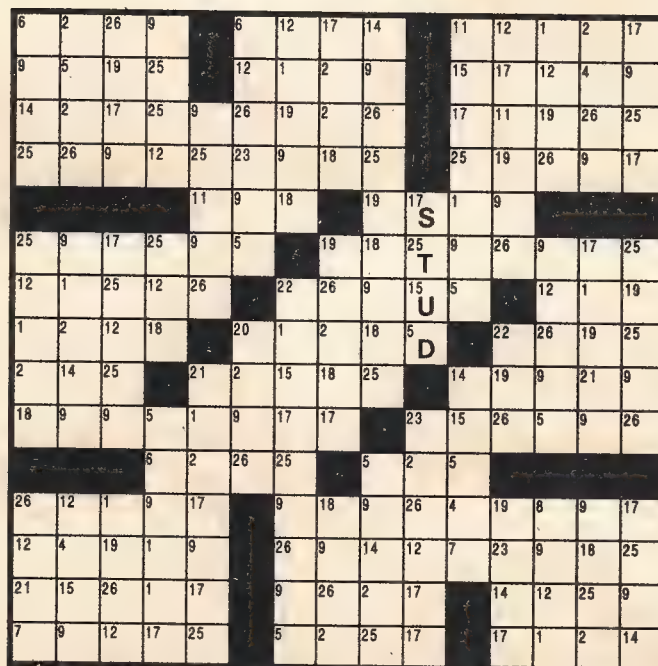
Cryptocross

by Stan Schachter

A mix between a cryptogram and a crossword, Cryptocross is a simple decoding puzzle. Each square contains a number representing a letter of the alphabet. Your task is to break the number code and fill in the proper letters (which will form words across and down as in a crossword puzzle). One word (STUD) has already been entered in the grid, so you would begin by placing an S in every square containing the number 17, and so forth. As you discover what each number stands for, enter it in the list provided for easy reference. (Dashed lines indicate letters of the alphabet that have not been used.)

Answer Drawer, page 67

- | | | |
|-------------|--------------|--------------|
| 1. ____ | 10. ____ | 19. ____ |
| 2. ____ | 11. ____ | 20. ____ |
| 3. ____ | 12. ____ | 21. ____ |
| 4. ____ | 13. ____ | 22. ____ |
| 5. <u>D</u> | 14. ____ | 23. ____ |
| 6. ____ | 15. <u>U</u> | 24. ____ |
| 7. ____ | 16. ____ | 25. <u>T</u> |
| 8. ____ | 17. <u>S</u> | 26. ____ |
| 9. ____ | 18. ____ | |



All Wet!

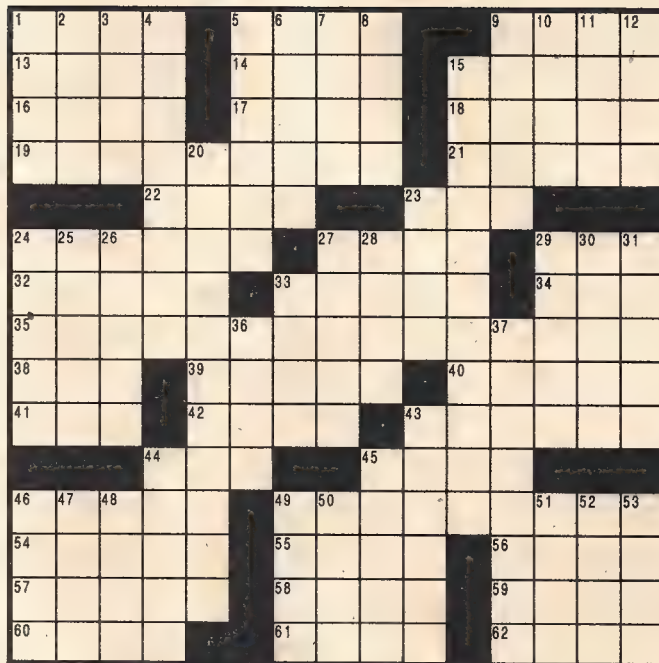
by Stephanie Spadaccini

ACROSS

- 1 Mr. Kadiddlehopper
- 5 Food: Slang
- 9 The Thin Man's dog
- 13 Ms. Hayworth
- 14 Fury
- 15 Relative of "Emmy"
- 16 _____ for All Seasons: 2 wds.
- 17 Governor Grasso
- 18 "_____ to the Trees": 2 wds.
- 19 GOP's Barry
- 21 Places for earrings
- 22 L.A. team
- 23 Deface
- 24 Jack and wife of nursery rhyme
- 27 Scottish family group
- 29 Exclamations
- 32 Similar
- 33 Vegetable, with "Swiss"
- 34 Energy
- 35 Ancient Mariner's lament: 2 wds.
- 38 Summer, to the French
- 39 Former Cabinet member Melvin
- 40 Baseball's Hank
- 41 John _____ Passos
- 42 Cornelia _____ Skinner
- 43 Maroon
- 44 Golfer's group: Abbr.
- 45 Flower part
- 46 Piece of parsley
- 49 Recent bestseller, _____ Down
- 54 Solo
- 55 "Stand up and take _____": 2 wds.
- 56 Far's partner
- 57 Christened
- 58 Terrible
- 59 Length $\times$ width =
- 60 Rips off
- 61 Go to _____ (deteriorate)
- 62 Time period
- 10 Strike breaker
- 11 Story
- 12 Large boats
- 15 They don't mix: 3 wds.
- 20 Sopping wet
- 23 Cohan's girl of song
- 24 Cut wood
- 25 Greek philosopher
- 26 Church proceedings
- 27 Sonny's ex, et al.
- 28 Fat
- 29 "Carmen," for one
- 30 Stork-like bird
- 31 Use up
- 33 107, to the Romans
- 36 "I could _____ horse": 2 wds.
- 37 In _____ (John Wayne movie, 1965): 2 wds.
- 43 Fricassee
- 44 They have cones
- 45 Grocery or department
- 46 Chorused
- 47 Child's _____
- 48 Gambol
- 49 Bunches of money
- 50 Irish Rose fellow
- 51 Employ
- 52 Thought
- 53 Fruit

DOWN

- 1 Steep, rugged rock
- 2 Chauffeur-driven car, for short
- 3 Abbr. for "and others": Latin, 2 wds.
- 4 Comic magician
- 5 Heavy and whipped
- 6 Stops
- 7 Stare at
- 8 Put on, as clothing
- 9 John Jacob or Mary



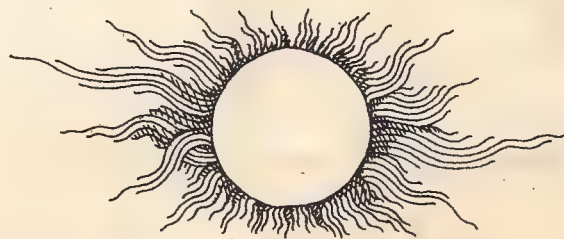
Answer Drawer, page 67

Sunspots

by Gene Traub

Each of the clues below suggests a word or phrase that contains the word "sun." For instance, "dessert" would be *sundae* or "Japan" would be *Land of the Rising Sun*.

Answer Drawer, page 65



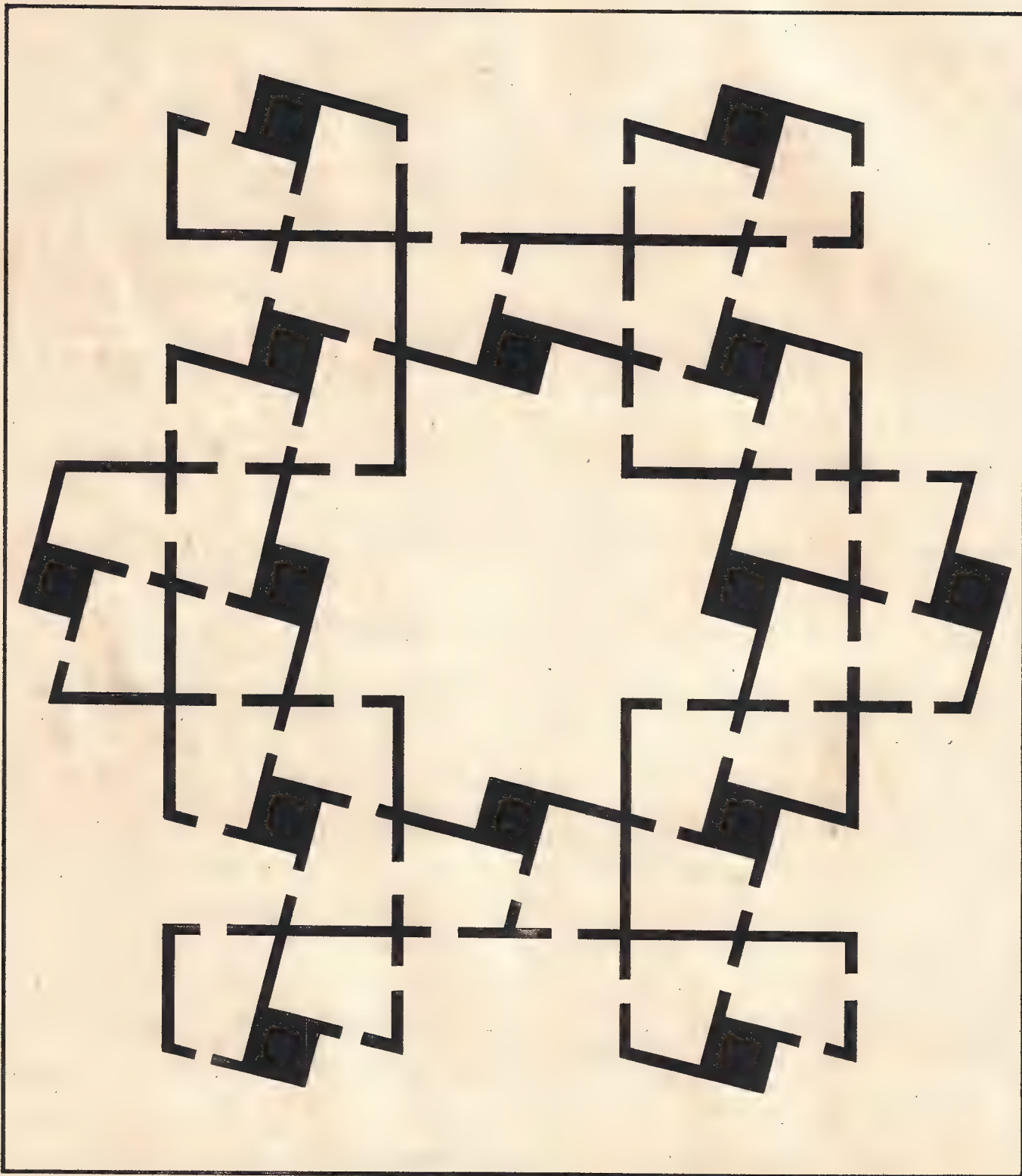
1. Butch Cassidy's sidekick _____
2. Winter resort _____
3. Hemingway novel _____
4. Timepiece _____
5. Country road slowpoke _____
6. Odds and ends _____
7. Egg order _____
8. Advice to Nellie _____
9. Davy Jones's booty _____
10. Norway _____
11. Said of the United Kingdom _____
12. Where "Mad dogs and Englishmen" go _____
13. Chinese leader _____
14. Knockout blow _____
15. Ecclesiastes proverb _____
16. Louis XIV _____
17. Shirley Temple movie _____
18. Neil Simon comedy _____
19. Kansas _____
20. Song from *Fiddler on the Roof* _____

Boxed In

by Dave Phillips

Starting in the center compartment of the maze, draw a continuous line that goes through each compartment once and only once and then returns to the starting point in the center. You may travel through the outer area surrounding the maze as often as you like, but you may not retrace or cross your path at any time.

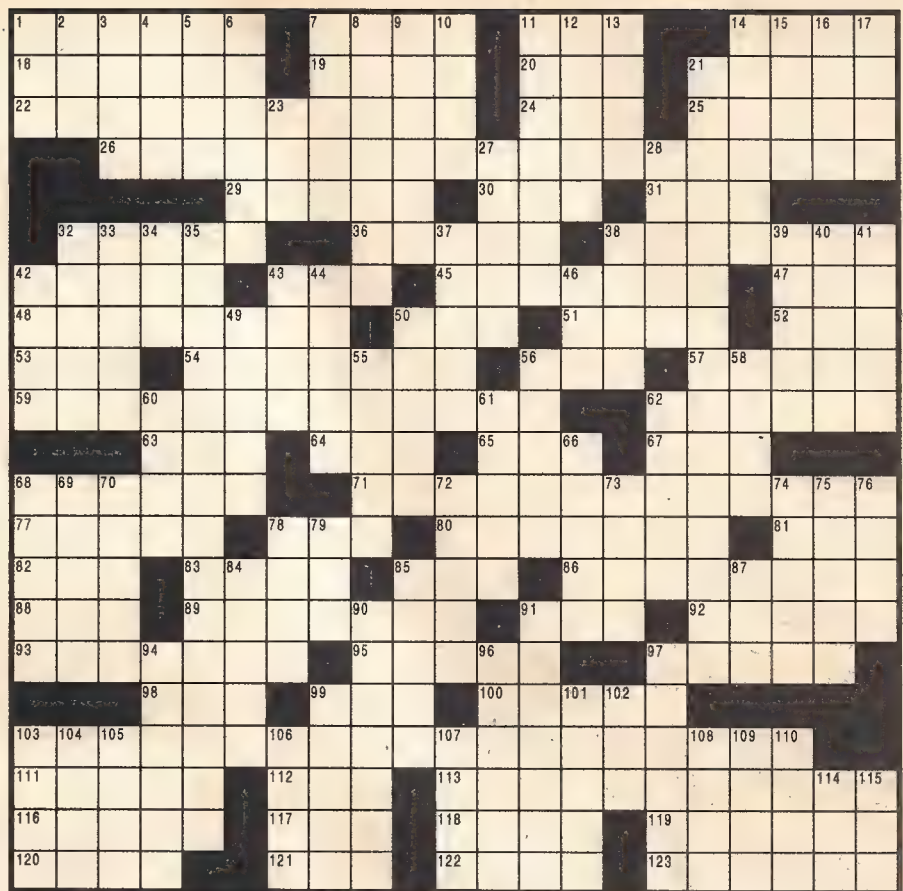
Answer Drawer, page 67



First published in *Graphic and Op-Art Mazes* (Dover Publications, Inc.). Copyright © 1976 by Dave Phillips.

Something Fishy

by Maura B. Jacobson



Answer Drawer, page 68

ACROSS

- 1 As blind ____
 7 Bjorn of tennis
 11 Cleo's viper
 14 With 43 ACROSS, fish lineup?
 18 Word with top or split
 19 Cry of revelry
 20 Roderick ____ (outlaw in *Lady of the Lake* by Scott)
 21 Moan from the sea?
 22 Advice on fish racing?
 24 Dancer Bobby
 25 *Outcasts of Poker Flat* author
 26 Question from Cain's salmon?
 29 "A partridge in ____ tree"
 30 Genesis craft
 31 Munched
 32 Dissemble
 36 Anastasia's forebears
 38 Grain bristles
 42 Shout of greeting
 43 See 14 ACROSS
 45 "Don't ____ Me!" (Revolutionary War motto)
- 47 City in the central Netherlands
 48 Foreboding
 50 ____ Day (spring festival)
 51 Study of the earth's surface: Abbr.
 52 Modern: Ger.
 53 Miss Russell, to friends
 54 Irish county
 56 Wine prefix
 57 Gas and coal are two
 59 Intelligent fish?
 62 Main arteries
 63 Cheerleader's yell
 64 Kind of knife or pal
 65 King: Fr.
 67 A.M.A. members
 68 Staid
 71 Fishy evidence?
 77 Hornlike part
 78 Nigerian people: Var.
 80 Pilot's path
 81 Sun ____-sen
 82 Neighbor of Ga.
 83 Wander
 85 One, in Bonn
 86 Builders' output
 88 Indistinct
 89 Grid teams

- 91 Vane reading
 92 Savalas
 93 Watergate or Teapot Dome, e.g.
 95 "... when thou ____ thine alms ..."
 97 Harplike instruments
 98 Battleship initials
 99 Spasm
 100 Hiding place
 103 Sequel to *The Spawnbroker?*
 111 Nature-writer Gibbons
 112 Spinks's predecessor
 113 Fish from the Seine?
 116 Jibe
 117 ____ Grande
 118 Critic Rex
 119 Ronstadt, et al.
 120 Skier Mittermaier
 121 Mussel ____ (seafood bodyguard?)
 122 "Which I gaze ____ fondly ..." (Thomas Moore)
 123 Alpine warbles

DOWN

- 1 Nearly: Abbr.
 2 Corsica's neighbor: Abbr.
 3 Celebes ox
 4 Oz author
 5 Opposed
 6 Discoverer of New Zealand
 7 Lucius ____ (American journalist)
 8 Was a glutton
 9 Revolving parts of helicopters
 10 Exploit; adventure
 11 Opposing
 12 Fishy kind of therapy?
 13 Plays on words
 14 Forms
 15 Persist (on) one subject
 16 Der ____ (Adenauer)
 17 Elk's kin
 21 Odets fish?
 23 Below: Prefix
 27 Before Dwight
 28 Dry South African tableland
 32 Be partial to
 33 Heroine in Shaw's *Pygmalion*
- 34 Under the weather
 35 Amiable fish?
 37 Dickens' ____ of *Two Cities*
 38 Arabian gulf
 39 Doctrine
 40 Miss St. John
 41 Children's author
 42 Bandsman Alpert
 43 Landlord's due
 44 Tie score after two games
 46 Ending for teen or post
 49 Dayan
 50 ____ Carta
 55 Jose or El
 56 "... rather die ____ feet ..." (F.D.R.)
 58 Latin bears
 60 Tehran is its capital
 61 Medicinal plant
 62 Of a gland: Prefix
 66 Wight and Capri
 68 Lots
 69 Of the wind: Var.
 70 Theater offering
 72 Up the ante
 73 Miami's county
 74 Two-wheeler, for short
 75 Chinese weights
 76 ____-bitsy
- 78 Knievel
 79 Sills or Garland, for short
 84 He portrayed Charlie Chan in films
 85 One of the Ardens
 87 Cash suffix
 90 Issue
 91 Basic commodities
 94 Cell centers
 96 Projectionist's need
 97 Hurl
 99 Actress Shire
 101 Arkansas Indian
 102 Charlemagne's legacy: Abbr.
 103 Rip
 104 *Les Miserables* author
 105 After auction and profit
 106 Chavez milieu
 107 Architect Saarinen
 108 Duet plus one
 109 Item for Tinkerbell
 110 Wave: Fr.
 114 Tech or Coolidge
 115 Sigma

Dszquphsbnt!

by Norma Gleason

Below are eight messages, consisting of pithy sayings, fascinating facts, and an occasional wisecrack, which have been translated into code alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher to the next, and the level of difficulty increases as you progress.

Word divisions in ciphers 7 and 8 have been concealed by arbitrarily putting the letters into groups of five—although the

letters are still in proper order. Punctuation has been omitted in these two ciphers to increase the challenge.

NOTE: In this issue, all eight ciphers use the same type of code—a keyed cipher. An explanation of keyed ciphers appears in the box at bottom right, as do other clues that provide assistance if you need it.

Answer Drawer, page 68

1. IF I WERE YOU ...

JUNF N IWFL UGAND ORWDTB
PNDDVF RKPUNDTR IEVOZRAB.
RHRELVDR YDVJB RKNPFZL UVJ
FV BVZHR FUR VFURE SRZZVJ'B.

2. PLANET OF THE APES

CQ PQZ ZWO ZQ ZWYBD OQHW
EYNJMO ZWDD ZQQ EYW AYBL
QW OQH NYO EJPC OQHW
YPBDXZQWX XZJMM MJJPF JP
JZ.

3. USEFUL COIN

WBMVFNLV MVS DEYASB WDC
MVS GSDDT WJS DFM FI CNYV
OWBNS MVSKS ZWTK, MVS ZECS
CWASK W GJSMMT LFFZ
KYJSPZJEOSJ.

4. NO VACANCY

MARGWTI GWXAV GWMG ZTCN
RBI PRBAGIK PRANGMAGSK RA
GWT ERDT XN GWT VITMG
ABEOTI RU "AR CMIZXAV" NXVAN.

5. LET A SMILE BE YOUR UMBRELLA

NTJ VQS ZXSGQCCN IXCC LFQI
IFX LXQIFXG OH ZTOSZ IT WT
UN LFQI NTJ BCQS IT WT IFQI
VQS UX FJGI UN OI.

6. SLICE OF LIFE

DNKTIN PWD RHIITZNOO: LW ZWM
XNM MRN ONNLO OIWTX FWAD
NZUWFYNZM WR MÂN CHMNDYNXWZ.
UAOM OITM MRNY WAM.

7. WHERE WAS WOMEN'S LIB?

HMDDM BVRGU QSQMD MIRTS
UDPRN NSWSQ GBZUW FXSPZ
HZNIM BIMDU SMBNK RUSXG
UQBSQ KSMBD RNQOS VRBSZ
FVZUM NNKWR FZFDV ZBDFV
STMNS YBSDZ QSUF

8. WORK OR PLAY?

QRNCR VTQRU CQRNQ OCIRH
CWKCF ADFCJ ZUVUZ HZGRH
HYVKC FAYVZ GGIDD CGVUH
CSVUC ZRXQH HYVOC OVRHF
CSVFH SVRTY BVN

Additional Clues

General: Each title provides a clue of sorts. High frequency letters are E, T, O, A, N, I.

Keyed Ciphers: A keyed cipher is constructed around a key word that relates to the theme of the cryptogram. When the cipher alphabet is written above the plaintext alphabet, the key word will appear clearly. All the letters not used in the key word follow it in alphabetical order. An example of a keyed cipher using GAMES as the key word would be:

Cipher text: RTUVWXYZ**GAMES**BCDFHIJKLNO PQ

Plaintext: ABCDEFGHIJKL MNOPQRST UVWXY Z

The key words used in the eight ciphers are listed after the clues below.

Cipher 1: The plaintext word CANNOT appears. (Key word: ADVICE)

Cipher 2: The word LIVING appears in the plaintext. (Key word: HISTORY)

Cipher 3: Look for THE and THESE in the plaintext. (Key word: SILVER)

Cipher 4: The words ON and NO appear in the plaintext. (Key word: SEARCHING)

Cipher 5: The plaintext word CAN appears twice. (Key word: FORECAST)

Cipher 6: Look for THE and THEM this time. (Key word: WISDOM)

Cipher 7: The first plaintext word (six letters) is the name of a famous women's college. (Key word: CENTURY)

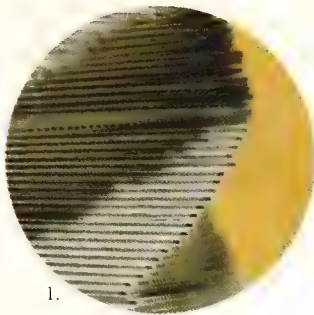
Cipher 8: The word WORK appears twice in the plaintext. (Key word: LABOR)

PENCILWISE continues on page 41.

E Y E B A L L B E N D E R S

WHAT ARE THESE OBJECTS?

SEE THE ANSWER DRAWER ON PAGE 71.



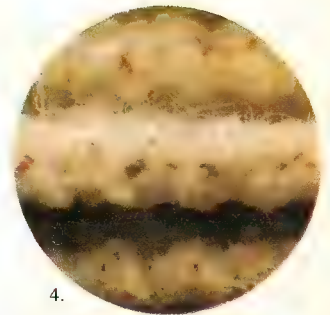
1.



2.



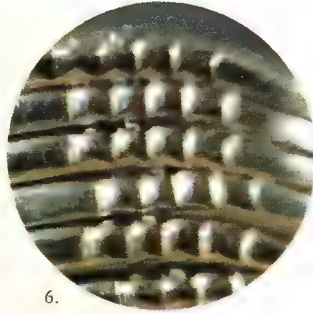
3.



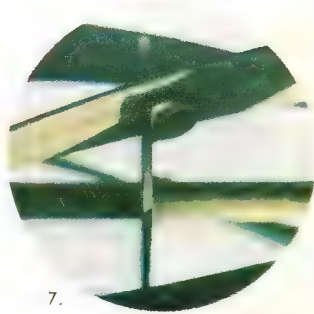
4.



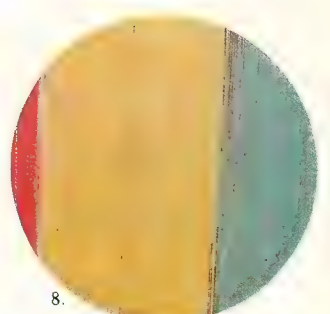
5.



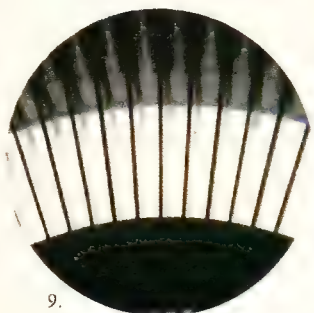
6.



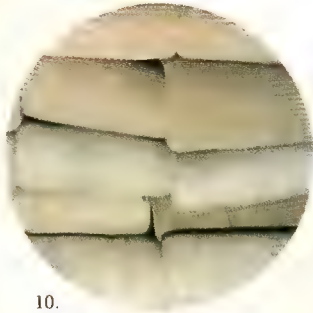
7.



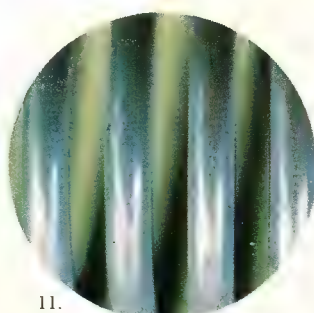
8.



9.



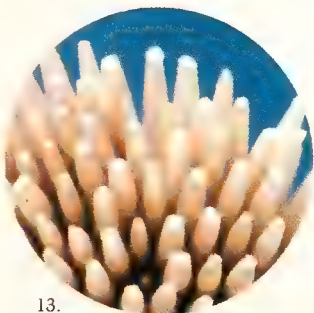
10.



11.



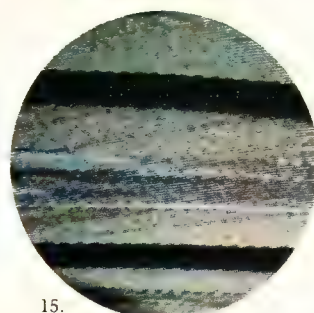
12.



13.



14.



15.



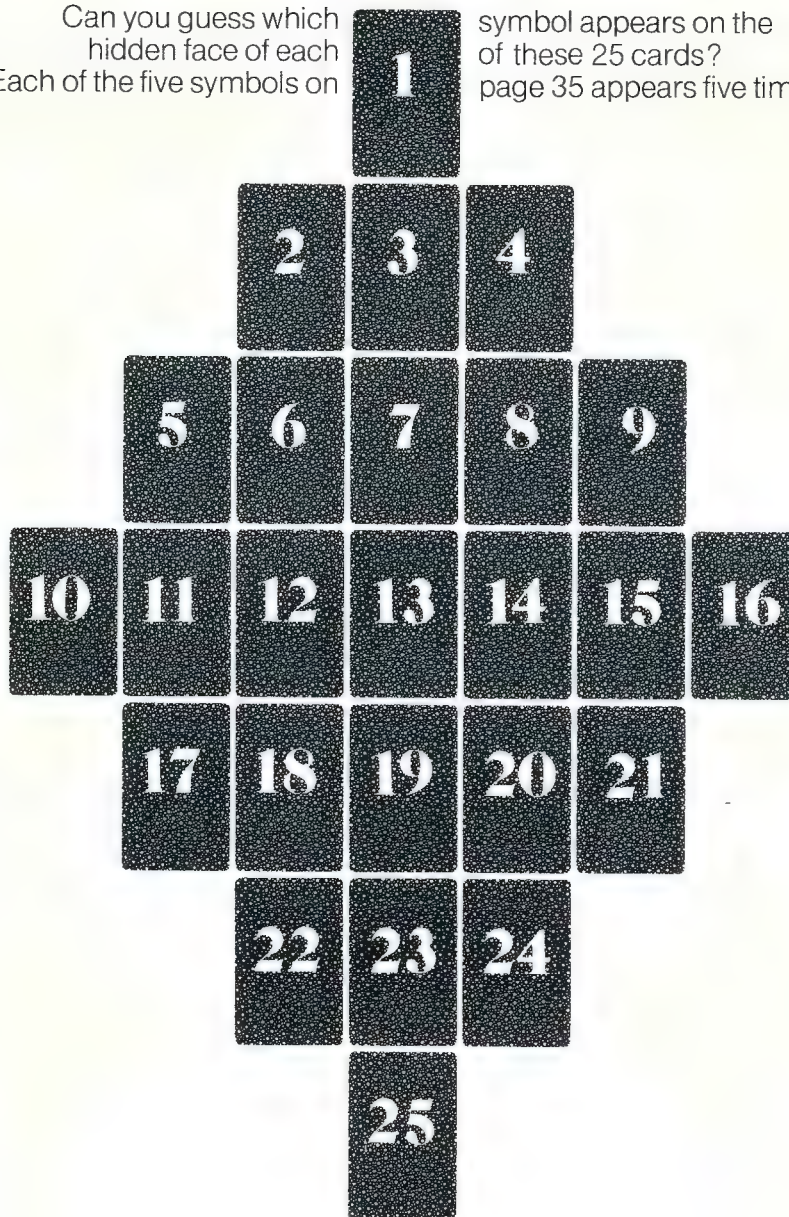
16.

ESP?

An Experiment in Clairvoyance

Can you guess which
hidden face of each
(Each of the five symbols on

symbol appears on the
of these 25 cards?
page 35 appears five times.)



- | | | | | |
|----------|-----------|-----------|-----------|-----------|
| 1. _____ | 6. _____ | 11. _____ | 16. _____ | 21. _____ |
| 2. _____ | 7. _____ | 12. _____ | 17. _____ | 22. _____ |
| 3. _____ | 8. _____ | 13. _____ | 18. _____ | 23. _____ |
| 4. _____ | 9. _____ | 14. _____ | 19. _____ | 24. _____ |
| 5. _____ | 10. _____ | 15. _____ | 20. _____ | 25. _____ |

Clip or copy this coupon and mail to **ESP, GAMES, 515 Madison Avenue, New York, NY 10022.**

Name _____

Address _____

City _____

State _____ Zip _____

Please check one

- ☐ I'm confident I'll get a lot of correct answers because of my ESP ability.
- ☐ ESP may exist, but I'm not sure that I have any such ability.
- ☐ ESP may exist, but I don't know if this experiment can measure it.
- ☐ ESP may exist, but this test couldn't possibly show it.
- ☐ There is no ESP.

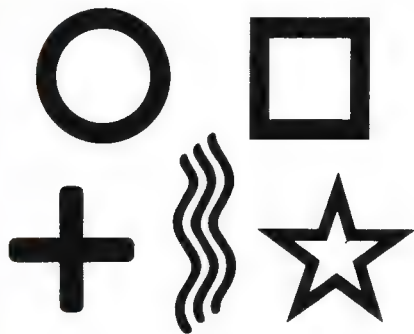
And fill in the following

- ☐ Age _____
- ☐ I have _____ older sisters and brothers.
- ☐ I have _____ younger sisters and brothers.
- ☐ I'm an only child.
- ☐ I'm a twin or triplet.
- ☐ Sex _____

All responses must be received by January 3, 1979
Void where prohibited by law.

Test your ESP

Almost fifty years ago, at the Parapsychology Laboratory of Duke University, Dr. J.B. Rhine began using a special deck of cards to conduct controlled experiments in extrasensory perception (ESP). These cards consisted of the five symbols shown below: a circle, a square, a plus sign, wavy lines, and a star.



Now we'd like to conduct a little experiment of our own to see how many of our readers have either very good luck or the extrasensory ability to identify some concealed ESP cards. We've taken the standard deck of 25 cards (five copies of each of the five symbols), shuffled them 25 times, and arranged them face down in the diamond-shaped design on the opposite page. We then recorded the positions of the cards and glued them in place. The cards themselves, and the notarized record of their positions, are in sealed envelopes in a safe-deposit box in the Morgan Guaranty Trust Co. at Fifth Avenue and Forty-Fourth Street in New York City.

Naturally, we'd like you to try to determine what cards are where. Using the coupon on the bottom of the preceding page, or a copy of it, simply draw or name the symbol you believe lies face down on the correspondingly numbered cards in the design.

Statistical probability (i.e. chance) predicts that about half of you will get five or fewer correct matches (called hits); the odds against your "guessing" all 25 are astronomical. The responses will be tabulated and analyzed by Dr. Gertrude Schmeidler, professor of psychology at the City University of New York. Dr. Schmeidler is especially interested in your answers to the additional questions on the coupon. It may be that your answers to these questions will tie in with how many cards you're able to identify, and she'll report in a follow-up article whether or not there appears to be any connection. For now, suffice it to say that some studies of ESP have indicated that those who believe in their own ability tend to score better than those who don't. There's no need to include your name and address on the coupon unless you'd like a chance to receive the surprise prizes to be awarded to anyone who gets ten or more hits (odds against that are only about 57 to 1).

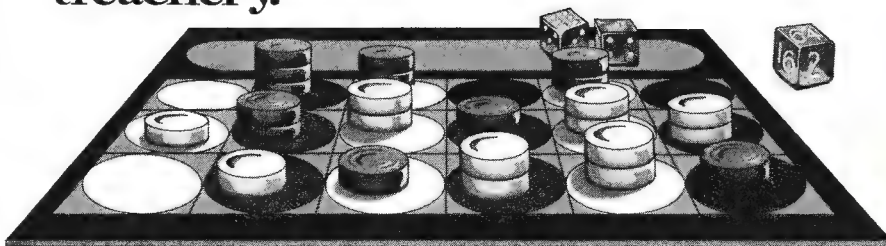
COUNTER STRIKE™



dice game

A game of methodical defense and sudden, slashing attack. A game of skill and the cold, cold chance of dice. A game that brings out the worst instincts in you, from avarice through downright treachery.

NOTICE: A game for anyone who wants more than backgammon can offer. More fun. More action. More challenges. More strategy. More ways to win. More chances to comeback. More envious spectators.



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COUNTER STRIKE runs circles around backgammon.

Available through F.A.O. Schwarz, The Horchow Collection, Brentano's, Bloomingdale's, and other fine stores, coast to coast.

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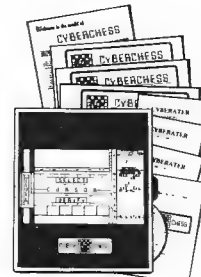
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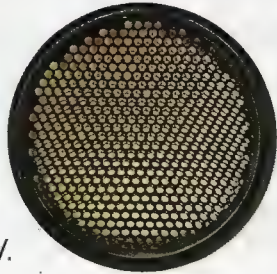
Polaroid introduces Sonar
automatic focusing.



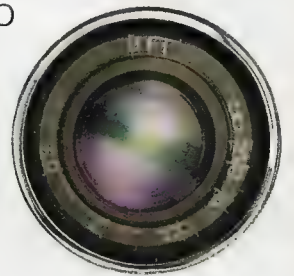
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ure the distance to your subject, giving you precisely focused pictures.

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*Suggested list Pronto SONAROneStep.

PHOTO CRIME



L. INDEX



R. THUMB

THE JAY BATSLEY CASE

By Ken Robbins

with Frank Marciuliano and the Maidstone Regional Theatre

1. Jay Batsley was a powerful oil tycoon who liked to entertain lavishly at his Southampton estate. A moody, unhappy man who rarely had fun himself, he seemed to enjoy the spectacle of others doing so. 2. It was said of him that he collected people the way others collect stamps. His guests this weekend included a countess, a Pulitzer-Prize-winning author, a famous yachtsman, a fellow business tycoon, and a world famous detective, none other than Orestes Mountebank himself. 3. Countess Fiorina Phungnessi led an extravagant lifestyle that was wreaking havoc with the family fortune. Her hopes of a financially strategic marriage to Batsley were said to be in vain. 4. Gillian F. Duckley, of the yachting Duckleys of Newport, skippered the Batsley-financed Lush Cup challenger, *Inspid*, in 1976. Duckley was desperately hoping to be named captain of Batsley's 1980 challenger, *Incorrigible*, but rumor had it that Batsley was looking elsewhere. 5. The writer, Norman Manly, known for his drinking and womanizing, was also a compulsive gambler, and into Batsley for better than \$300,000. 6. Reginald "King" Fish parlayed the invention of battery-operated chopsticks into a world-

wide corporate empire. Only insiders at the Exchange knew that Batsley had recently managed to buy a controlling interest in Fish Industries. 7. After a magnificent luncheon Batsley excused himself, urging his guests to continue enjoying themselves, and saying that he had some important paperwork to attend to. He then retired to the library. 8. Later that afternoon there was a cry from the library. When the guests rushed in they found a servant pointing an incredulous finger at the hanged body of Jay Batsley. Near the body was an overturned footstool. "Oh my God," cried the countess, "he's killed himself." And she fainted. 9. The assembled guests seemed paralyzed. Predictably, it was Orestes Mountebank who took charge. As he was instructing the servant to call the police, he noticed Norman Manly about to cut the body down. "I wouldn't disturb the body until the police arrive, if I were you, Mr. Manly. What we have here is a case of murder." 10. "Oh, and when the police arrive, inform them, please, that they can save a great deal of time if they would be good enough to consult me before they begin their questioning. I believe I can name the murderer."

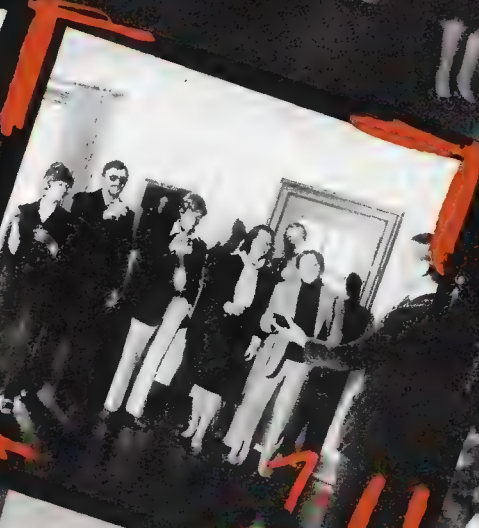
Why did Mountebank think it was murder,
and whom did he name as the murderer?

Answer Drawer, page 71



INVENT GAMES PHOTO CRIME

INVERT FILM EMULSION SIDE DOWN
FILE NO. 3/6



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Double Cross

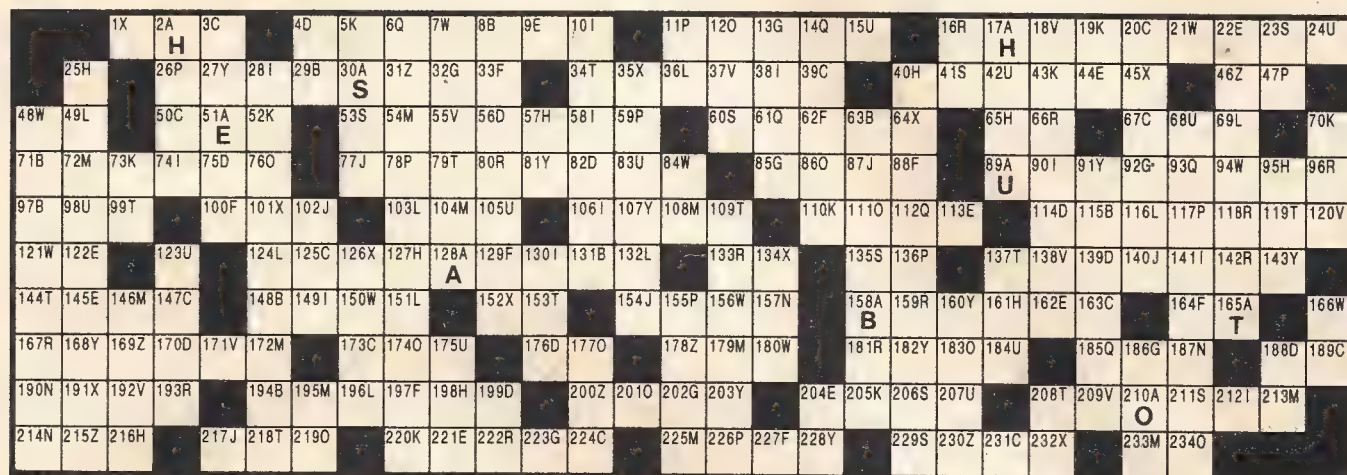
by Michael Ashley

Guess the words defined below; then transfer their letters to the correspondingly numbered squares in the puzzle grid. (When completed, the grid reveals a quotation.) The letters following the grid numbers refer to the defined words. Black squares indicate spaces between words in the quotation.

The first letters of the words filled in on the dashes, reading from top to bottom, spell out the author's full name and the source of the quotation.

The defined words, as well as the quotation, can be found in the Answer Drawer.

Answer Drawer, page 65



- A. Beach building
- B. Behind the ____ (in a bad position): Slang
- C. Chicago university
- D. Weakly sentimental; wishy-washy
- E. Pleasure
- F. Shyness
- G. Object for a baby to chew on
- H. Coach's blackboard lecture
- I. Word with civil, chemical, or electrical
- J. Hastily; recklessly
- K. Not properly serious; trivial
- L. Degeneration of cells
- M. Like a knee-jerk reaction
- N. Chair
- O. Outspoken; straightforward
- P. Where to hit the nail
- Q. Warm over
- R. Pompon girls
- S. Detective: Colloq.
- T. Recollected
- U. Accompanied by photographs, as a book
- V. Top secret office machine?
- W. Lively Italian dance
- X. Maternity
- Y. Embassy resident
- Z. Region of Poland bordering on Czechoslovakia

B	A	T	H	H	O	U	S	E
158	128	165	2	17	210	89	30	51
115	8	194	71	148	97	29	63	131
163	189	39	231	50	67	125	20	147
75	176	4	56	114	139	170	188	82
162	9	204	145	122	22	44	113	221
88	164	197	129	33	62	100	227	
13	32	223	85	186	202	92		
40	65	25	216	95	127	57	198	161
212	90	10	141	58	149	38	28	74
77	87	154	217	140	102			
110	52	19	73	5	43	220	205	70
124	103	36	49	151	132	69	196	116
233	213	108	104	179	54	146	225	72
157	187	214	190					
12	174	111	177	201	219	183	76	86
226	47	117	155	136	26	78	11	59
6	14	61	93	112	185			
16	222	118	66	159	167	80	96	133
53	23	60	211	206	135	41	229	
137	153	34	99	79	208	109	119	218
123	42	98	105	24	207	15	68	175
55	37	18	138	120	171	192	209	
48	121	84	94	7	21	156	150	180
152	35	1	232	64	126	191	134	101
27	81	91	107	203	228	182	143	160
31	46	215	169	200	230	178		

Veselé Vánoce! Buon Natale!

by Edith Rudy

Don't worry. This isn't some bizarre Find-A-Cryptogram we dreamed up, but simply a way of wishing you season's greetings in forty languages. Hidden in the grid are the languages listed below at the left and the phrases at the right (numbered to correspond to their respective languages). All of the phrases, except one, are equivalent to "Merry Christmas." Since the season wouldn't be complete without a wish for "New Year's Happiness," the last phrase on our list says just that, in Zulu:

Each language and phrase has been entered in the grid,

making a total of 80 entries to be found. They appear horizontally, vertically, or diagonally, either forwards or backwards, but always in straight lines. IMPORTANT: The grid is constructed so that each language shares one, and only one, letter in common with its phrase. In other words, it either crosses or veers off at an angle from its phrase. Consequently, finding one will help you find the other.

If you are a true polyglot, or if you *dare*, mask either one or both of the lists to make the search a real challenge.

Answer Drawer, page 65

Languages

- | | | | |
|--------------------|---------------------|----------------|--------------------|
| 1. ARMENIAN | 11. FLEMISH | 21. ITALIAN | 31. RUSSIAN |
| 2. BULGARIAN | 12. FRENCH | 22. JAPANESE | 32. SAMOAN |
| 3. CHINESE | 13. GAELIC—IRISH | 23. KOREAN | 33. SERBO-CROATIAN |
| 4. CZECHOSLOVAKIAN | 14. GAELIC—SCOTTISH | 24. LATVIAN | 34. SLOVENIAN |
| 5. DANISH | 15. GALICIAN | 25. LITHUANIAN | 35. SPANISH |
| 6. DUTCH | 16. GERMAN | 26. NORWEGIAN | 36. SWEDISH |
| 7. ENGLISH | 17. GREEK | 27. PERSIAN | 37. TAGALOG |
| 8. ESPERANTO | 18. HAWAIIAN | 28. POLISH | 38. TURKISH |
| 9. ESTONIAN | 19. HUNGARIAN | 29. PORTUGUESE | 39. UKRAINIAN |
| 10. FINNISH | 20. INDONESIAN | 30. RUMANIAN | 40. ZULU |

```

S H E N O O R H A V O P T I U H D A N O H S G I A L L O N R P O R O S O N Z E T
E N A N I T B U L R A N G I S A C H I N A I T A O R C O B R E S E S E N N K N U
E T R N A C N O N O L L A I G S O N A D U I T I B I Z E C U Z O H C N O L S V F
A G L E O K S A N T S I R K A J A G D G I L U J Z D U T S E D C H G A L U E G I
S P R E A N O N R T J I A G E A S K S I R T K O E O N A S A A S E T I O I N A I
N I N S H I H O A E C A V Y L O J I U A L U B L F E M L H I R M S L S E G K U K
A G E C L I L R R I P S I H I I M A G E C N I L I D E H S A B K E R A B O M A
N D T I L U O W L N G S I L C T A N O S A G A U A D I T L A I G A I E L A T A N
D A L A R E J E G N A M E H S O R F K C E H I Z L E W H I N E C H T P A T N E W
H R M F W E A G B L H A S R C A N V E U C H O O K S U N G T A N O R O A N U H R
E P T R D G O I I N I S E I O N E R N A N G S A L E T A M H I V A R A R U M A N
J A N O E S E A E L R K U K T I S M U S O G U S A C E M T O D E G E O E I A Z I
I G R H I G E N P S E I G U T C I M I T Z E C A S T E A K S U S S T R I L F U T
A E S L H R I C T G U D O G I A N E E S E N I H C N K O R N N E G E W O A N E I
S L A I F L E M I S H H E B S M R D A K E S H A U A D E B A L L O P H I K S O R
D U T C H T A K L A N M O L H S E H A N N U B O M S L A I T A Y N R U M N A I N
S K H H E D K M V O T S H I G M R K H A W A I I A N H K S A U K R A I N I A N A
B K O E R U E R O C A N A T O I R E S N A C K H Z O A E C B I H O L S K A V U S
I I V W L G L A B S O L J U E L V N C I B I O S Z V N A N S P S H I S F I D L E
O G L E M A I L S A M T S I R H C Y R R L M Y I O G A N A G H V G A S P E O K R
V K G I L Y E H J A P A N E S E K V I A A S U L L U Z Y U N T I N A A L M O U S
W E A H H I L I M I M L A N D I I S K Y W E S O L Y C H S W I A T O A R T U S B
N R A N V I A D D U C P O A M A E E T B O O M P X P N C T O D T N K B E I M M O
T S A A M S A E S E R E N I L A L L S U H E D M E R T F R O E M U S V F A N H I
A T V C A H E I N I C H I R L E W E I C H C H A N S T R U G E M S S S H E A S R
U F T H E H R O D G N I N A M G L V E S E L E V A N O C E U S C K L I A C I H E
P E Y T N U E W Y A L E N G E W S Z K E G L E Y M E T J E K L S E I W I M S H Y
T E T E K E P E N N U I Y N O S C A R A K G O D L O B V N Y E Y A H E A N O D V
A S V N E A R E V Y R E S U R Y O O H I D Y A S A S E I N O A N D Y S A M Y A R
I T S E N S S A M T S I R H C Y R R E M N D A O Y U L I T H U A N I A N R A M N
    
```



Phrases

- | | | | |
|----------------------------------|------------------------------|--------------------------------------|---------------------------------|
| 1. SHENORHAVOR SOORP
TZENOONT | 12. JOYEUX NOEL | 22. KURI-SUMASU O-MEDET
GOZAIMASU | 31. S ROZHDESTVOM
KHRISTOVYM |
| 2. CHESTITA KOLEDA | 13. NOLLAIG SHONA DHUIT | 23. CHOOK SUNG TAN | 32. MANUIA LE KELISIMASI |
| 3. KUNG CHU SHENG TAN | 14. NOLLAIG SONA DUIT | 24. PRIECIGUS ZIEMAS | 33. SRECAN BOZIC |
| 4. VESELE VANOCE | 15. BOAS FESTAS DE NADAL | 25. SVETKUS | 34. BLAGOSLOVLJEN BOZIC |
| 5. GLAEDELIG JUL | 16. FROHLICHE
WEIHNACHTEN | 26. LINKSMU KALEDU | 35. FELIZ NAVIDAD |
| 6. GELUKKIG KERSTFEEST | 17. KALA CHRISTOUGENNA | 27. GLEDELIG JUL | 36. GLAD JUL |
| 7. MERRY CHRISTMAS | 18. MELE KALIKIMAKA | 28. SALE NOE SHOMA | 37. MALIGAYANG PASKO |
| 8. GAJA KRISTNASKO | 19. BOLDOG KARACSONYI | 29. MOBAREK BASHED | 38. NESELI NOEL |
| 9. ROOMSAID JOULUPUHI | 20. UNNEPEKET | 30. WESOLYCH SWIAT | 39. VESELYKH SVIAT |
| 10. HYVAA JOULUA | 21. SELAMAT HARI NATAL | 31. FELIZ NATAL | 40. UNYAKA OMUSHA |
| 11. GELUKKIGE KERSTMIS | 22. BUON NATALE | 32. SARBATORI FERICITE | 41. INJABULO |

NOTSECHATHIPTSLKADOCATLANABONNKADLAARMA
 GHUCGESNSHNTAHROCALATANIRAHRTAMALESNNTITAS
 ELIZNAVIDADKIEAANSLEEVAECANOVESHIEANNNDLE
 KKSTRENFESTENGESHILRIERMYPHCGSITRESAME
 NMOORADAISSOUJOUHADANEDSATSEFSAOBLHUGPIFG
 GEIEPSKSEURTTRSISKMAFERECHNYOLJUXCELUONEL
 MOHSEONELASCSTOEHCLONNIGNIPIHAISOONHUA
 ZILEFYDURUSSIANCANSOBOASECFRSATZEDTTANE
 AHAUIOZNNIALRVEEMELAIKDATICIKIKBAOEHSINAD
 AGAGIKNYLOBGOOMODRADCKNAANOIESYNBUNIEKEE
 IANUTSNALAAATIRZANAIELUINNBOBCTANNLERAPAL
 MUSTAARKOKANASEHHCCLOKNGUSUNIATLEVTHANA
 HNARIPNAGAMSLOENDKUOMLALKEDUGKERJEGCLAKG
 DELOGGIOLAEGLOUJFERKEPGNISALUASELENAOMOJ
 WSEPCNLMNHLYWRAITSSATAORPUGUSSSEEVLELFI
 IABARASURAIROPFIRETTRICESURAZNISOSASRAL
 KCNNGYISAMAIUTELLIKIVEMISSNAIVTALA
 EEI AVALHEEVIEZNOCAATSOONNAINEVOLSLNEEJNA
 LLTTTLGVAINOADEDWENOSSIMISLADMGLUOJGADLAG
 EIUUEITISHIKSNENILEELONKEKRUANAIGNIAIAISE
 KAKHJLINCBLAUOLOAFIHRAMNHCIMSORPATLASNTS
 HEIEIACJENOXCOBATFECLICEERSPSASCLGUAHSD
 LIONTMGAIVSVKNALEDUPLESASOINVTOHBLCHIR
 IANFAIOBRSETVTEFNTUHOTLYKACSEXACPIOTOUYE
 KTYCLIHUPULUOJDIAASMOORHIRSTATMSSSIWHE
 ESNEIUELSJARHRMNERRNYCHIRTMAKOSSANDCAHA
 AOPAAMEORRYKCHRNISITMASORKRIUSVTOAZENNVA
 ABUONNATALEIASTIYAAMLALFOOYUSJOYEUXNOELH
 KOOWLEONILESENESENNEAYRBELIFELDWIMTHPAHRP
 AFFILSIESEBHTWIIHYVAAJOULUAHESSDIHETYUDRF

Puzzle School

by George Bredehorn

Elementary school teacher George Bredehorn uses word puzzles and games of his own creation to enhance his students' vocabulary and knowledge of English. These are examples from his classroom:

Answer Drawer, page 65



Partwords

You are given three letters that appear consecutively anywhere in a word. Try to find a word for each partword.

_____	WBO	_____
_____	WBE	_____
_____	RWO	_____
_____	BST	_____
_____	MPH	_____
_____	FTN	_____
_____	TSW	_____

Multi-words

Fill each blank section of the grids with a different letter so as to form 16 four-letter words, reading down. The second and last letters are given.

1.				2.			
R		U		A		U	
G	W	M	B	K	T	B	P

A		U		A		U	
H	P	K	M	E	S	L	K

Fill-in Station

Fill in the blanks with consonants to form 12 or more different words. All vowels are given.

___ OU ___	___ OU ___
___ OU ___	___ OU ___
___ OU ___	___ OU ___
___ OU ___	___ OU ___
___ OU ___	___ OU ___
___ OU ___	___ OU ___
___ OU ___	___ OU ___

Match-ups

Pair these 16 word parts to form 8 whole words.

IMP	SET	NER	ING
RES	CUR	MES	SHO
SION	CLO	OTS	ALE
VES	MAN	THE	SES

One-timers

1. Can you name 8 or more four-letter words that end with "x"?

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

2. Place the letters
A E E I C T P N G
in the grid at right to form 3
three-letter words in each
direction.

3. What is the only four-letter word in the English language which, when printed in capital letters, reads the same upside down?

RightAngles

by E.R. Galli

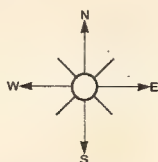
The special twist of RightAngles is the way in which words are entered in the puzzle grid. Each word makes one right-angle turn somewhere along its length. But it's your task to determine where each word makes this turn and in which direction.

As a guide, the *starting* direction of each answer word (i.e., the direction of the word *before* the right-angle turn) is indicated by the letter given after the clue number. Words can go north, south, east, or west to start with. For example, 2E (LALO) begins on square 2 by heading east. Of additional help is the fact that each letter in the correctly completed grid appears in exactly *two* answer words, no more, no less.

For RightAngles #1, the actual words to be entered in the grid are listed—except for 15, which breaks the rules by heading in a diagonal direction. That 7-letter word, which traverses the shaded squares, remains to be discovered. (Its shape is your only clue.)

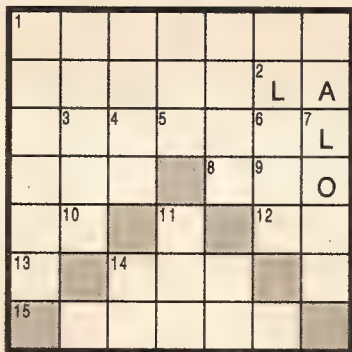
For RightAngles #2, only the definitions of the answer words have been given. (The number of letters in answer words is given in parentheses.)

Answer Drawer, page 66



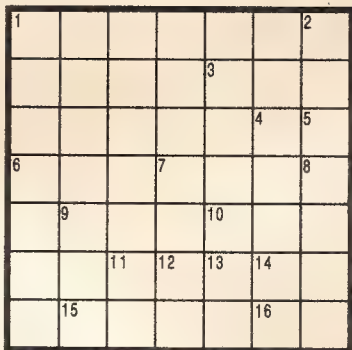
RightAngles #1—Rule Breaker

- 1E CINERAMA
- 1S CALLIOPEs
- 2E LALO
- 3S AXE
- 4E PRAM
- 5E RIFLE
- 6N FLAM
- 7S LOLLIPOP
- 8N AIDE
- 9W LAMP
- 10N EXAMINER
- 10S EYESORE
- 11S MOORED
- 12E ELL
- 13N OIL LAMP
- 14N PREPPED
- 15 See instructions



RightAngles #2—Square Dances

- 1E Moulin Rouge dance (6)
- 1S "Grand Suite" (6)
- 2S Muse of dancing (11)
- 3W Sally Rand's activity (3, 5)
- 4N Class, classify (4)
- 5N One of Olds' cars (3)
- 6E dance (noisy dance) (4)
- 7W Harvest Ball (4)
- 8W School dances (5)
- 9W Jeté, in dancing (4)
- 10N Professional dancer: Slang (6)
- 11W Harvest the crop (4)
- 12E Toys in the (5)
- 13N Jefferson or Edison: Abbr. (4)
- 14N Where the action is in 15N (5)
- 15N Entertainment in a Turkish café (5, 5)
- 15E Floating ice (4)
- 16W Israeli dances (5)



Fold this page!
You are approaching

THE WORLD'S MOST ORNERY CROSSWORD PUZZLE

The giant puzzle on this and the following pages has two independent sets of clues: "Hard" and "Easy." If you use only the Hard Clues (beginning below and continuing beneath the diagram on the following right-hand page), you'll find this puzzle among the most challenging you've ever done. But there's also a set of easier clues (on the following left-hand page) which may be used either as secondary clues or as the primary clues for a less severe challenge. So you may prefer to keep the Easy Clues hidden by folding this page on the dashed line, tucking this side under, and *then* turning the page. To peek or not to peek is up to you.

You Name It

by Henry Hook

Hard Clues

ACROSS

- 1 Author of Creole tales
- 6 U.S. satellite
- 10 Not sweet, as wine
- 13 Whopper
- 16 Beat of a *Damn Yankees* tune?
- 21 Indian rain dance, e.g.
- 22 Annamese currency
- 23 This type is inclined to stress
- 25 Protective covering
- 26 How some poetry is written
- 28 Part of Juliet's plea
- 30 Diving hazard
- 31 Kind of paint
- 32 Broadcast
- 33 Amphitheater areas
- 34 Iowa city
- 35 Used "..."
- 36 Part of a violin
- 38 Babylonian dynasty, c. 2270-2145 B.C.
- 40 Years, *s'il vous plait*
- 41 Youngster
- 42 Kind of story
- 43 Yugoslav city
- 44 Examined, in a way
- 45 Aroused
- 46 Aspect of shoptalk
- 49 Mythical first baseman
- 52 Ben Cartwright, e.g.
- 55 Island musicmakers
- 56 Type of roll
- 57 He began the beguine
- 58 Le lawyer
- 59 Triplet
- 60 Mouth-watering
- 61 Lee vanquisher
- 62 Pythias' proxy
- 63 Downgrades
- 65 At first: Abbr.
- 66 Where two become one
- 67 Certain races, for short
- 68 Strains
- 69 Contribute
- 72 Fits neatly
- 73 Native American
- 74 Launching the baby?
- 77 Strengthen
- 79 It's catching
- 81 Towel insignia
- 82 Brooklyn coll.
- 83 Miles of film
- 84 Olympics statistic
- 87 Christian
- 89 "Directive" from Labor Secretary Frances Perkins
- 93 The old
- 94 Mugsy's gun
- 96 Niche
- 98 Part of Psalm 23
- 99 Wedding notice
- 101 "The Chicago of Japan"
- 102 Last word at times
- 103 Brusque
- 104 Lead a merry chase
- 105 *¿Como está*?
- 106 Lingers
- 108 So long
- 109 Ventral
- 110 Fonzie's antithesis
- 111 News items
- 112 Broker's advice
- 113 *Oklahoma!* rigs
- 114 Poor grade
- 115 Rose's designation?
- 118 Like a dictionary?
- 119 " for you!"
- 120 '40s *cause* célèbre
- 121 Evenings in Paris
- 122 Prop: Abbr.
- 125 Be quick about it
- 128 Sweetstop
- 129 Decorative paper
- 131 Ballplayer Wills
- 132 Certain Wars
- 133 Biased
- 135 Be lovesick
- 136 Miglia (auto race)
- 137 Claylike, sort of
- 138 Gadget
- 142 Jacqueline Bouvier and Grace Kelly, e.g.
- 144 Under: It.
- 145 Botanist
- 146 Star of *You Light Up My Life*
- 147 Admonition
- 148 Allen from the Green Mountains
- 149 Exasperate
- 150 Alexander's domain, for short
- 151 Donny and Marie offering
- 152 Premieres

The Easy Clues for the World's Most Ornerly Crossword Puzzle

incorporating anagrams and other wordplay in *italics* following the clues. (Don't peek until you read page 45.)

ACROSS

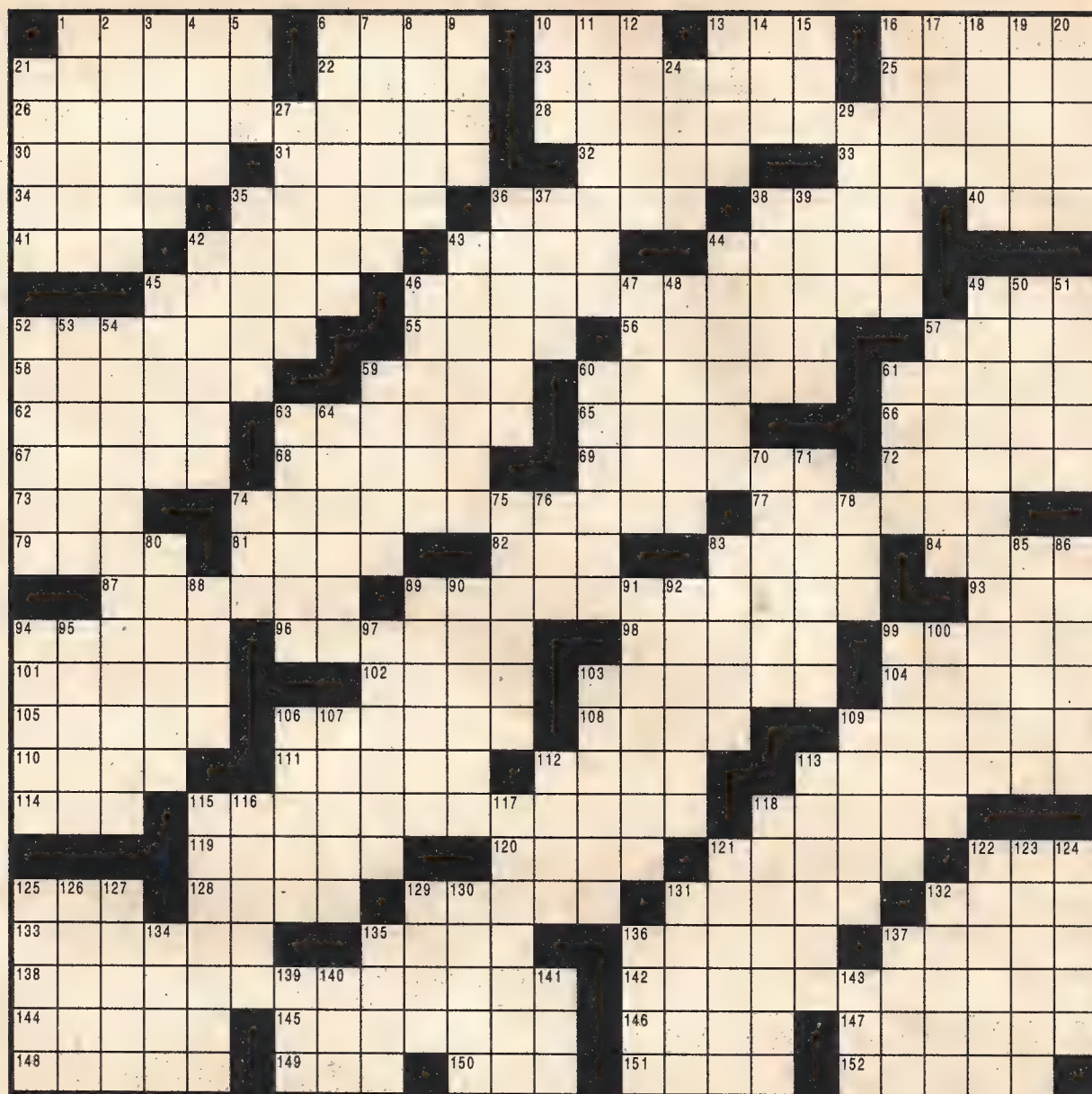
- 1 Community antenna television
- 6 Vocal boomerang
- 10 Part of a min.
- 13 Let sleeping dogs _____
- 16 "You Gotta Have _____"
- 21 Ceremonial act
- 22 Money of Annam (half the quantity?)
- 23 *This kind of type*
- 25 Knightwear
- 26 From an unnamed source
- 28 "Deny thy father, and _____" (Juliet to Romeo): 3 wds.
- 30 Is flexible, like some straws
- 31 Rubber source (will *exalt* out of shape?)
- 32 Dispatched
- 33 Spheres of action: Var. (Roman arenas)
- 34 Singer Ed (is the *same* mixed up?)
- 35 Commended publicly, as for bravery
- 36 The "24" in "36-24-36"
- 38 Ancient dynasty in Babylonia (where *I tug* backwards?)
- 40 Reply: Abbr.
- 41 Little boy (*dat* not right?)
- 42 What not to judge a book by
- 43 Silent star Negri (found in *Poland*?)
- 44 _____ the joint (studied the prospective site of the robbery)
- 45 Changed residence
- 46 System of terms in a particular discipline
- 49 "_____ cares?"
- 52 Owner of a spread for raising cattle
- 55 Guitars' kin (that *dukes* end up with?)
- 56 Your _____ (the judge)
- 57 Author George Bernard
- 58 Lawyer: Fr. (works in a *vat co.*?)
- 59 One of triplets (caught in the middle of *string*?)
- 60 Appetizing
- 61 Winner at Gettysburg, July, 1863 (with a case of wild *edema*?)
- 62 Author Runyon (returns to a *nomad*?)
- 63 Humiliates
- 65 Original: Abbr.
- 66 _____ boy (church helper)
- 67 "500" auto races
- 68 April 15 woe
- 69 Give to charity
- 72 Homes for the birds
- 73 Tribe for which Utah was named
- 74 Baptism
- 77 Add vitamins, as to bread
- 79 Baseball glove
- 81 Not his
- 82 Long Island University, for short
- 83 _____ Cruz, Mexico
- 84 Weekly newsmagazine
- 87 _____ society (ASPCA, etc.)
- 89 Ethel Merman film: 3 wds.
- 93 Turf
- 94 Section, as of a pie
- 96 Breakfast nook
- 98 "_____ runneth over"
- 99 Marriage announcement (*Ann's to be* joined?)
- 101 Japanese city (*O.K. as a crazy* place?)
- 102 Closing word of a hymn
- 103 Ending suddenly

- 104 Avoid sneakily
- 105 You: Sp. (*Ted* is following *us*!)
- 106 Stays aloft, like a bird in search of food
- 108 Farewell (to a *tat* coming back?)
- 109 Of blood: Var. (a *ham & ale* mixture?)
- 110 "Square," in '50s jargon (a *durn* upset?)
- 111 Death notices
- 112 What retailers do
- 113 Horse-drawn carriages
- 114 Sandra or Ruby
- 115 "... a rose by _____ would smell as sweet.": 3 wds.
- 118 Overly talkative, verbose
- 119 Browbeating brat
- 120 Snake's sound
- 121 Evenings: Fr. (when *Rossi* runs around?)
- 122 Seaport: Abbr.
- 125 Shake a leg!
- 128 Suffices for proportion and passion
- 129 Thin pancake
- 131 Wills who steals bases (*Mary* swallows *you*?)
- 132 "When you wish upon a _____"
- 133 Tilted (at *last an* upset?)
- 135 Where Apollo XI touched down
- 136 Cecil B. de _____
- 137 Of a claylike rock (where *shy Al* crumbles?)
- 138 Thingamajig
- 142 They follow "nee" in wedding announcements: 2 wds.
- 144 _____ voce (in a whisper)
- 145 Latin Charles (*Carol* leads *us* to him!)
- 146 Connecticut: Abbr.
- 147 _____ empor (beware of the *cat & Eva* together?)

- 148 Wharton's _____ *Frome*
- 149 Endeavor
- 150 Emperor: Abbr.
- 151 Half a quartet
- 152 Uses a key

DOWN

- 1 Silver screen
- 2 Made amends (because *Don ate* badly?)
- 3 Leagues, unions
- 4 1972 film, *Play It As It _____*
- 5 Shade tree
- 6 Compared, likened
- 7 Sitting Bull's victim
- 8 Forced to go, as into court
- 9 Cameo stone (worn by a crazy *N.Y. ox*?)
- 10 Film, *To _____ with Love*
- 11 Northerly Mediterranean winds (by which a *teen is* ruined?)
- 12 Small restaurants
- 13 Lean, as a ship
- 14 Skate on thin _____
- 15 Superlative ending
- 16 Party on an open straw-filled wagon
- 17 Sea eagle
- 18 "_____ plan, a canal—Panama" (palindrome)
- 19 *The History of the Decline and Fall of the _____ Empire*
- 20 What you can't see the forest for
- 21 Moroccan capital (where *T. Bara* goes mad?)
- 24 Fontanne's partner
- 27 Stan's partner
- 29 Loather
- 35 Desire enviously
- 36 _____ Lib
- 37 Pub orders
- 38 Jacksonville's _____ Bowl
- 39 High interest rates
- 42 George M. et al.
- 43 Slowest (*it spoke* incoherently?)
- 44 _____ Park, California (where to organize a *conga*?)
- 45 The real _____ (the genuine article)
- 46 Doctors' aids
- 47 Underworld boatman on the river Styx (his *anchor* needs repairs?)
- 48 Part of TLC
- 49 You-know-who
- 50 Attacked: 2 wds.
- 51 Debtors
- 52 Curie-ous find
- 53 Come in!: It. (*in a vat*, that is!)
- 54 Stage name: Fr.: 3 wds.
- 57 Opt for
- 59 Cabs
- 60 Na
- 61 "The _____ Love": 2 wds.
- 63 Goddess after whom Greece's capital is named
- 64 "Beer _____ Polka"
- 70 Set the golf ball in place: 2 wds.
- 71 Engrossed (in a *parent*, perhaps?)
- 74 Half a dance?
- 75 Ms. Burstyn's
- 76 Naught
- 78 He loves ewe
- 80 Put (in) snugly
- 83 Void areas: Var.: (seen in *evacuation*)
- 85 _____ morning quarterback
- 86 Famous automotive flops, from Ford
- 88 Anthropologist Margaret
- 89 *The Iceman _____*
- 90 Disinclined (to write a *verse*?)
- 91 Preserves with chemicals, as a mummy
- 92 _____ Beach, S.C.
- 94 100 pence
- 95 Copy of a magazine
- 97 Dental dilemma
- 99 Goatees
- 100 "It Was _____ Good Year": 2 wds.
- 103 Opposite of "Attention!": 2 wds.
- 106 According to _____
- 107 Fractions of a drachma (which *Bob Olson* is hiding?)
- 109 Rush
- 112 Scissors stroke
- 113 Evening party (a place to be *sore*, i.e., upset?)
- 115 "_____ ship!"
- 116 Fruitcakelike
- 117 Element no. 75 (the, *uh*, *miner* confused?)
- 118 "_____ It Be Lovely?"
- 121 Salty (mixed in *ales*?)
- 122 Reproductive part of a flower (*men sat* about for it?)
- 123 _____ a ghost: 2 wds.
- 124 Rendezvous
- 125 Where a ship's ropes are stored (*was he* mixed up?)
- 126 Strike while the iron _____: 2 wds.
- 127 Israeli port (where a bad *lathe* is made?)
- 129 Colorado: Abbr.
- 130 TV's Esther, once of *Good Times*
- 131 Cat's cry
- 132 Barber's chore
- 134 Indian flour (half *attached*?)
- 135 Martin or Hartman
- 136 2400 in Roman numerals
- 137 Click the fingers
- 139 Outside: Prefix (inside, etc.?)
- 140 Auto
- 141 Teaspoon: Abbr.
- 143 Non-commissioned officer, for short



Answer Drawer, page 68

Hard Clues (cont.)

DOWN

- | | | | | | |
|------------------------------------|--|--|--|----------------------------|---|
| 1 Entertainment form | 17 European white-tailed eagle | 42 Famed theatrical family | 59 Travels the runway | 88 Honey drink | 123 "Hands as _____ milk" (Shakespeare) |
| 2 Paid the fine | 18 _____ Church | 43 Superlatively slow | 60 Salt ingredient | 89 Maketh an appearance | 124 Assniation |
| 3 Quays in the Orient | 19 Classical actress? | 44 California "Park" | 61 Prefix for fold or cure | 90 Con | 125 Place for a ship's cables |
| 4 Narrative songs | 20 Corners | 45 "Real" role for Walter Brennan | 63 Minerva's alter ego | 91 Preserves | 126 "_____ an arrow . . ." |
| 5 New Haven feature | 21 City under Hassan's rule | 46 Harbors, as a grudge | 64 Quill of a feather | 92 Evergreen shrub | 127 Gulf of Aqaba port: Var. |
| 6 Used = | 24 Half of a stage team | 47 Proposed name for Pluto's moon | 70 Prepared for a drive | 94 <i>Cathay</i> poet | 129 Big Eight univ. |
| 7 1876 loser | 27 Best Picture of 1968 | 48 Kind of cup | 71 Spellbound | 95 Offspring | 130 Actress Esther |
| 8 Forced to go | 29 Misanthrope | 49 The Forgotten Man? | 74 Rolled tea | 97 Empty space | 131 Grimalkin's vocabulary |
| 9 Semiprecious stone | 35 Break a Commandment | 50 Went for | 75 Arthur and Wilson's First Ladies | 99 Defies | 132 Use a plane |
| 10 Lieutenant, to a recruit | 36 <i>The _____ Room</i> (1978 bestseller) | 51 Those in hock | 76 0 | 100 Comic Schreiber | 134 "_____ boy!" |
| 11 Annual | 37 " . . . man, _____ the stuff to drink . . ." (A.E. Housman) | 52 Scientific discovery of 1898 | 78 Elroy Hirsch, e.g. | 103 Where to put your mind | 135 Crèche VIP |
| 12 Paris sights | 38 Burt Reynolds film | 53 Before, in Rome | 80 Made a hospital corner | 106 Rulebook | 136 Year in the third millenium |
| 13 Word used with price | 39 Shylock's practice | 54 Fred Astaire or Judy Garland, e.g.: Fr. | 83 Empty areas | 107 Old coins | 137 Child's play |
| 14 Diamonds | | 57 Exclusive | 85 Back-to-work time | 109 Hustle | 139 Without: Prefix |
| 15 <i>Je suis; tu es, il _____</i> | | | 86 They went over like lead balloons in the '50s | 112 Insignificant one | 140 54, in '60s TV |
| 16 Country outing | | | | 113 Starlit gathering | 141 Recipe abbr. |
| | | | | 115 Unrestraint | 143 Bivouac bigwig: Abbr. |
| | | | | 116 Not all there | |
| | | | | 117 Metallic element | |
| | | | | 118 Refused to | |
| | | | | 121 Like the ocean | |
| | | | | 122 This has the anther | |

by Alan M. Newman

Play: Any number may play. Each player, in turn, rolls the dice and “moves” from dot to dot by drawing a connecting path. After each roll, a player has the choice of moving in one of the following three ways (a move from one dot to the next counts as 1 space): (1) vertically the total of one die and horizontally the total of the other die (or vice-versa); (2) *either* vertically *or* horizontally the total of one die (the other die being disregarded); or (3) diagonally (or zig-zag) one space for each count of four on the dice. (For example, if a player rolled an 8, 9, 10, or

Winning: When all players have reached the finish (any of the 5 dots), whoever has used the fewest seconds (darkened the fewest boxes) wins.

START →

FINISH →

			5				10				15				20
			25				30				35				40
			45				50				55				60
			65				70				75				80

GAMES & BOOKS

Simon from Milton Bradley, around \$30. **Merlin** from Parker Brothers, around \$35.

Simon and Merlin are two new electronic games with remarkably distinct personalities. Simon talks in sequences of musical tones, and gestures by lighting up four colored panels. After Simon says whatever he has to say, you repeat it by pressing on each panel in the same sequence. On each subsequent turn, Simon adds another tone and color to the sequence. If you can't keep up with him, he presents you with an electronic raspberry. If you succeed, he applauds you with a brief but satisfying *beep-beep-beep-beep*.

Simon allows you to select the length of your challenge and also "remembers" the last sequence played. So if you think he's made a mistake, you can double-check him. (You'll soon be convinced that he *doesn't* make mistakes.) One or more people can play any of the three variations of the game. Take him to a party if you don't want to dance. He's dashing in the dark.

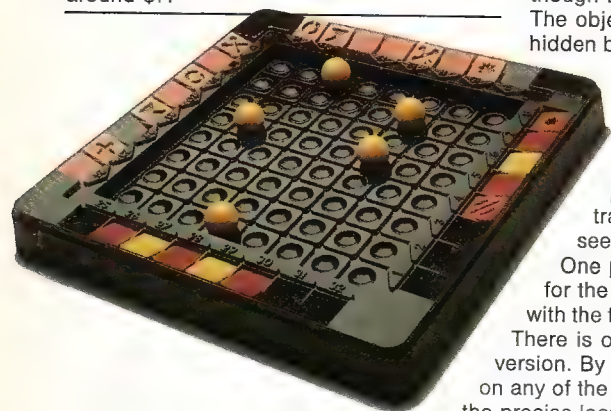


Unfortunately, Simon does have some trouble with his panels. Sometimes you have to press too hard; sometimes you get a double tone when you only want one. Although Milton Bradley assures us the problem has been corrected, it might be best to check the game before it goes under the Christmas tree.

Merlin, although not as colorful as Simon, is a more serious, talkative, and versatile fellow. The most exasperating of his six games is "Magic Square," in which you chase after the elusive combination of buttons that will light up all but his center square. His Mastermind-type game is one of the richest electronic versions I've seen, allowing you to deduce a sequence of up to nine numbers, some of which may be repeated. He plays both ticktacktoe and a version of blackjack, but he plays them with indifference; he's more interested in challenging your memory and deductive powers. You can share Merlin with a friend, but his magic works best when he gets you alone. —B.D.K.

Black Box from Parker Brothers, around \$7.

If you like the logical challenge of Mastermind, chances are you'll also like Black Box, though the two games are quite distinct. Black Box is a game of deduction for two players. The object is for one player to guess the locations of four (or five) balls that have been hidden by the other player within an 8x8 grid.



The seeker gains information by sending imaginary rays into the grid from any of thirty-two locations around the perimeter. A ray that strikes a ball head-on is "absorbed," but other rays will leave the box either at their starting point (a "reflection") or, after being deflected at right angles whenever they pass through a square diagonally adjacent to a ball, at some other point. The hider must tell the seeker where a ray will exit, and the seeker keeps track of this information by placing a marker at each end of a ray's path. When the seeker thinks he knows the locations of all the hidden balls, he makes a guess.

One point is scored against him for each marker used up to that point, and five points for the location of each ball guessed incorrectly. Players then switch roles, and the one with the fewest points scored against him is the winner.

There is one small flaw, not foreseen in the rules, which can be exploited in the five-ball version. By hiding four balls at the corners of any 4x4 grid section and placing the fifth ball on any of the four enclosed squares, the hider makes it impossible for the seeker to determine the precise location of the fifth ball, so that the seeker will be obliged to make a guess resulting in a five-point penalty 75 percent of the time. Players should either prohibit such ball placement or agree that no penalty will be assessed in such instances.

—R.W.S.

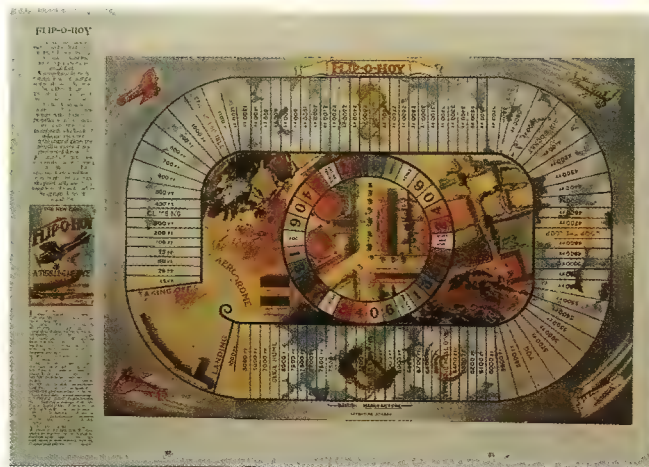
Play The Game compiled by Brian Love (Reed Books, 1978, 96 pages, color illustrations, large format hardcover, \$25 until Christmas, \$30 thereafter).

Coffee table books are made to be admired; some are even intended to be read; but one that can also be played is a rare find indeed. The board games in this volume were chosen from numerous British collections and span a century and a half, ending with an "Aerial Attack" of 1942. The boards, all in stunning full color reproduction, open flat and are flanked by rules and historical information. Equipment for all the games is pocketed at the back of the book, to be cut out by the reader.

Most of the forty-six games are simple races, especially suitable for family play, and their rules are brief and generally adequate. Strategy games are less numerous and a few of them do not play well with the rules given. But on the whole this volume is an excellent combination of beautiful art and enjoyable games.

—S.S.

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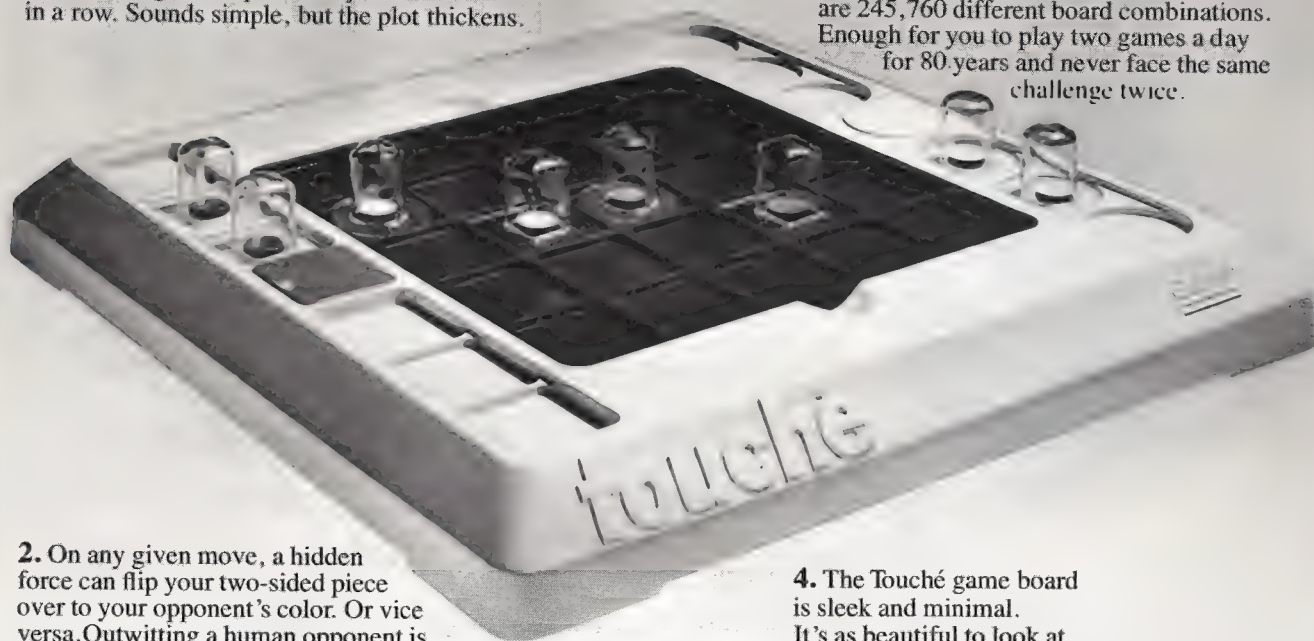


Photos by Stan Felleman

You may outwit your opponent, but can you beat the hidden force?

1. Touché is the strategy game that plays games with your mind. Each piece has a center chip that is white on one side, and red on the other. To win, just get four pieces of your color in a row. Sounds simple, but the plot thickens.

3. Touché's hidden force acts differently in every game. All in all, there are 245,760 different board combinations. Enough for you to play two games a day for 80 years and never face the same challenge twice.



2. On any given move, a hidden force can flip your two-sided piece over to your opponent's color. Or vice versa. Outwitting a human opponent is one thing. But how do you beat something you can't see, hear or smell?

4. The Touché game board is sleek and minimal. It's as beautiful to look at as it is to play.

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The new strategy game
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GAMES & BOOKS



Star Games™ by James Razzi, Rick Brightfield, and Jack Looney (Bantam Books, 1978, 128 pages, large format paperback \$7.95).

A potpourri of games, mazes, illusions, and logic twisters played against a space motif, *Star Games* will keep the kids out of mischief and occasionally challenge their elders, particularly those with a penchant for science fiction. It's a clever hybrid of a Star Wars-type story, a Star Trek-type manual, and a collection of entertaining games.

After enlisting in the Terran Space Force, players work their way through a secret manual chockful of hyperspace navigation, binary codes, anti-gravity orientation, and a glimpse of the latest in space fashion, all

enlivened by black-and-white photos and art. The story takes players to the farthest reaches of the galaxy where, after vanquishing deadly robots, there is a climactic battle with the evil Krakon hoarders.

The games, graduated in difficulty, are all the more entertaining for being integrated with the story line. Some are for two players and many of the solitaire games employ the book's "Galactic computer," featuring square roots and some nifty codes. *Star Games* has relatively broad appeal, although kids over sixteen will probably find better ways to get spaced out. Still, Three Pencils and an Eraser for this one—and may your wits be with you.

—J.S.

Latest in Computer Opponents: Chess, Checkers, Backgammon

In our heroic effort to keep you abreast of the burgeoning field of electronic games (see March/April and all subsequent issues), we present this updated report on self-contained units that take the place of a human opponent at chess, checkers, and backgammon.

Fidelity Electronics' Chess Challenger "10" (around \$300) is a great improvement over the Chess Challenger II. It plays at ten skill levels, has a limited knowledge of several "book" openings (from which it chooses at random), and is free of the bugs in the earlier program that made under-promotion impossible, did not permit the machine to make *en passant* captures, and allowed castling to get out of check. The machine is evidently Fidelity's answer to the success of Boris (see below). Beginning in December, owners of Chess Challenger II will be able to have their units reprogrammed into the new version for about \$75, and it is definitely worth doing. One word of caution for those who lack patience: if you want the machine to play on a relatively advanced level, you will have to allow it to think about each move for several minutes.

Chafitz's Boris (around \$300) flashes on and off on a panel the various moves it is considering, interjects occasional comments such as "I expected that" or "Have

you played before?", and has a response timer that can be set for any time interval from less than a second to twenty four hours. Boris's response time (and thus its playing level) can be altered as often as desired during a game, making it possible to speed up play when moves are either forced or obvious.

A fair comparison between the playing levels of Boris and Chess Challenger "10" is difficult to make, as Boris always thinks for its full, pre-set response time before moving, while Challenger's response time varies widely according to the complexity of the position.

Staid's CompuChess (around \$200) does not play as well as its main rivals, though for a novice it may be nearly as suitable, while selling for a substantially lower price. One drawback is that it accepts any illegal moves that a player makes, which means that players must use extra care in typing in their moves.

Unlike any of the chess-playing machines, **Fidelity Electronics' Checker Challenger** (four levels of play, around \$150; two levels of play, around \$75) can hold its own against experts. In a major tournament last July in Murfreesboro, Tennessee, it did just that, scoring ten points (two for a win, one for a draw) in eight rounds against highly experienced human opponents. The average player should not fare too badly when the four-level machine is playing on levels one or two; but at levels three and four the

Challenger plays uncomfortably well and will lose only to a true expert. On the two-level model, level one is comparable to level one of the four-level game, while the higher level plays somewhere between levels three and four.

Since backgammon involves both luck and skill, it is hard to evaluate the relative playing abilities of the different machines. It does seem, however, that **Tryom's Gammonmaster II** (around \$190) and their **Doubler Gammonmaster II** (around \$240) play about as well as **Texas Micro Games' Computer Backgammon** (around \$200; with rechargeable battery, around \$270). Both companies' versions have random number generators that determine dice rolls for both player and machine, but Gammonmaster II has the additional feature of allowing the player to roll the dice manually (for either side) and to enter them into the machine. This not only allows a player to cheat (while keeping the machine honest!), but also to see how the machine will play any given roll. Of the three machines, the Doubler Gammonmaster II is the only one to offer a doubling cube—but unless you pretend that money is at stake, there's no incentive to refuse the machine's double. Texas Micro Games' rechargeable battery version is the only computer backgammon game that can be taken on a camping trip. Gammonmaster II is more attractive than Computer Backgammon, though the square checkers may take some getting used to.

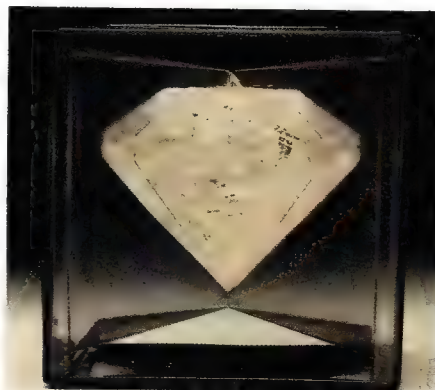
—R.W.S.

The Family Jewel from Mag-Nif, Inc., around \$7.

This is one of those nefarious "take-it-apart-and-you-never-get-it-back-together" items which also fills the bill as the perfect gift for someone who already has everything you can possibly think of that costs less than ten dollars.

Once your jewel disassembles into its forty plastic pieces and you've wasted most of a good evening trying to rebuild it, you will probably look in the box for the solution. Sorry. That will cost you another quarter and a self-addressed, stamped envelope.

—P.M.W.

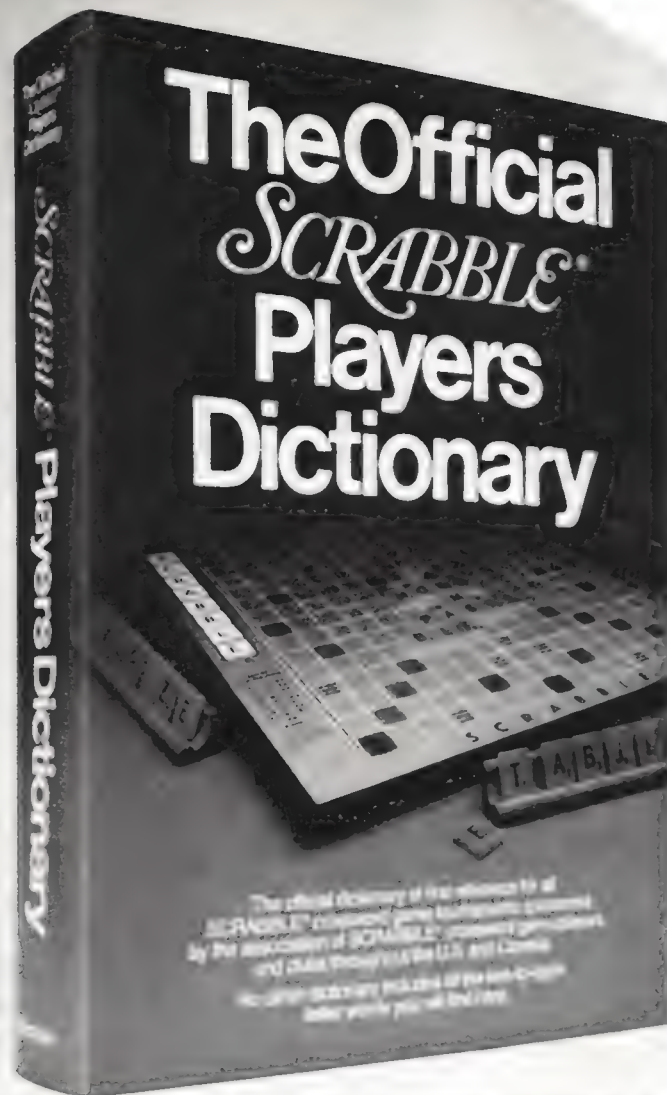


Troubador Posterbooks from Troubador Press, \$1.50 each.

Larry Evans, author of *Maze Cubes* and two volumes of *3-Dimensional Mazes*, is back to torture your sense of direction with some new mazes placed in intricate settings of fantasy. Each of the three "posterbooks" unfolds to a rather forbidding 25" x 34" black and white maze, complete with solution and a small, warm-up maze. Their size makes them ideal wall posters. But whether you're on the *Fantastic Journey*, the *Space Maze*, or weaving through the streets in the *City of Tomorrow*, you're in trouble—even if you love doing mazes—because these are toughies.

—P.M.W.

Great
Gift Idea!



"Biviny!" is a word worth 15 points or more. But is it a word? Look in even the top-selling desk dictionaries and you won't find it. Look in *The Official Scrabble® Players Dictionary* and you will. Along with over 100,000 two-to-eight letter words including

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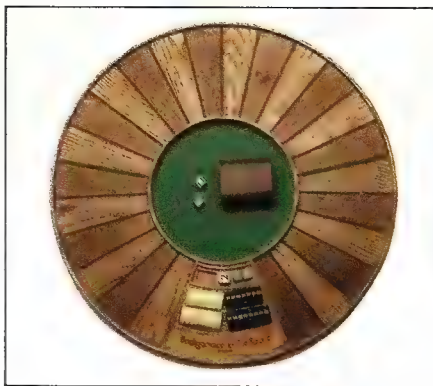
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GAMES & BOOKS

Backgammon-in-the-Round from Pressman Toy Corp.

Although Backgammon-in-the-Round does not fold neatly into a briefcase and looks nothing like the way backgammon has looked for the past two thousand years, it does bring a large measure of clarity to the game. The clockwise versus counterclockwise progress in backgammon is more logical and much easier to visualize on the round board than on the standard rectangular field, especially with the placement of the bar where it should be—at the beginning rather than the middle of the race track. There are still four courts, but no



obstacles to climb over as in the regular game. The dice-well in the center allows you to roll without disturbing the board position.

Evidently, however, backgammon players are rather set in their ways, for despite these improvements the manufacturer is discontinuing production of Backgammon-in-the-Round owing to a lack of consumer interest. Originally priced between \$40 and \$50, Pressman now offers the remaining sets for \$15 plus \$3 postage—a good deal even though the board is made of injection-molded plastic. Write to: Pressman Toy Corp., 200 Fifth Avenue, New York, N.Y. 10010.

—P.M.W.

Things That Make Your TV Beep, Bonk, Spring, Zap, and Zing

Dedicated video games now offer a fixed number of programs at bargain prices (under \$25) compared to a year ago. But the real excitement is in the video programmables, with the wide variety of games available in their plug-in cartridges. Color, sound effects, on-screen scoring, and remote-control joysticks are available on all of the systems reviewed below. Prices quoted are manufacturers' suggested retail prices; many of the systems are widely discounted.

Atari's Video Computer System (around \$200) still seems to me the best-priced performance you can buy in a game unit. It offers more true varieties of sports, combat, logic, math, and pong-type games than any other system currently available. It also offers the most versatile controllers—joysticks, two types of rheostat controls, and an optional numeric keypad used in some of the logic games. It has four-player capability, variable skill control (two players can compete at different skill levels), excellent video display, and a playing field that changes color every few seconds to prevent any one pattern from being etched into the TV screen.

If that price is too steep, consider **Coleco's Telestar Arcade** (around \$60). Although its five cartridges lack the variety of the Atari games, its big steering wheel and sharpshooter pistol make it the most tactile of all the video systems. Two remote controls (included in the \$10 price of the sports cartridge) supplement two built-in ones and allow for four-player competition. Variable skill control is another feature.

If you have more rather than less to spend and still want it well spent, be sure to look at the **Bally Professional Arcade** (around \$300). I don't get excited about arcade games for home use at that price, even when they have outstanding graphics (better even than Atari's) in 256 colors. However, the price is worth considering

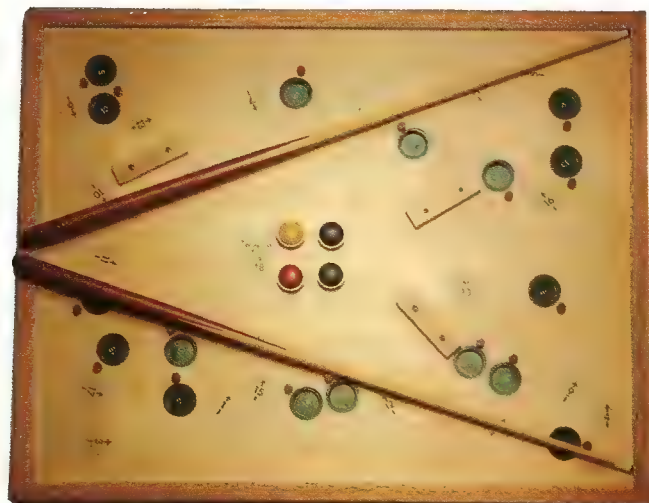
because you can convert the game system into a truly programmable home computer. Bally offers a computer programming package (around \$50) that includes a BASIC (computer language) cassette, and a good printed introduction to the language that does not presume any computer experience and really will enable you to create your own programs. The Bally Audio Cassette Interface (another \$50) allows you to connect the system to a cassette recorder and thereby save the programs you create. The ease of using the color, graphics, and music (the system has a 3-octave music synthesizer) is remarkable, though you won't be able to match the complexity and pace of the professionally prepared programs. The memory is currently limited to 1,800 bytes, but it's reasonable to expect external expanders will increase this potential.

Fairchild's Channel F (around \$150) has been redesigned with an optional numeric keypad added to it. Still, their cartridges don't offer the true variety of the Atari games, and I've never been proficient at their 8-way controls with the knobs that you pull in and out.

Magnavox's Odyssey² (around \$180) is new this year, but was unavailable for playtesting at press time. It features a touch-sensitive alphanumeric keyboard for use in educational cartridges, and joysticks for the arcade and sports games. The 49-position keyboard and the Computer Introduction cartridge indicate that Magnavox is looking ahead toward a truly programmable computer; but this is still only a game system.

You'll also be seeing a number of programmables in the \$69 range marketed under private or store labels. These are the made-in-Hong Kong copies of the systems developed here. You generally won't find original games on these imports, and the cartridges will be even more difficult to find than for systems like Atari and Fairchild. Cartridge availability continues to be a big complaint of all video game owners—you often have to settle for Video Trampoline when what you really want is Auto Rally.

—David H. Ahl



World Wide Games, Inc., Box 450, Delaware, Ohio 43015.

If you need a game that's durable enough for a boys club, flexible enough to intrigue people ranging in age from nine to ninety, and lovely enough to co-exist with fine furniture, then you'll probably find what you want in the World Wide Games catalog. They have games of manual dexterity, peg and marble games, table games like Box Hockey, Bumper Puck, and Skittles (including various sized tables for play and storage), an assortment of coffee table perplexers, and, of course, standards like chess, backgammon, and Chinese checkers.

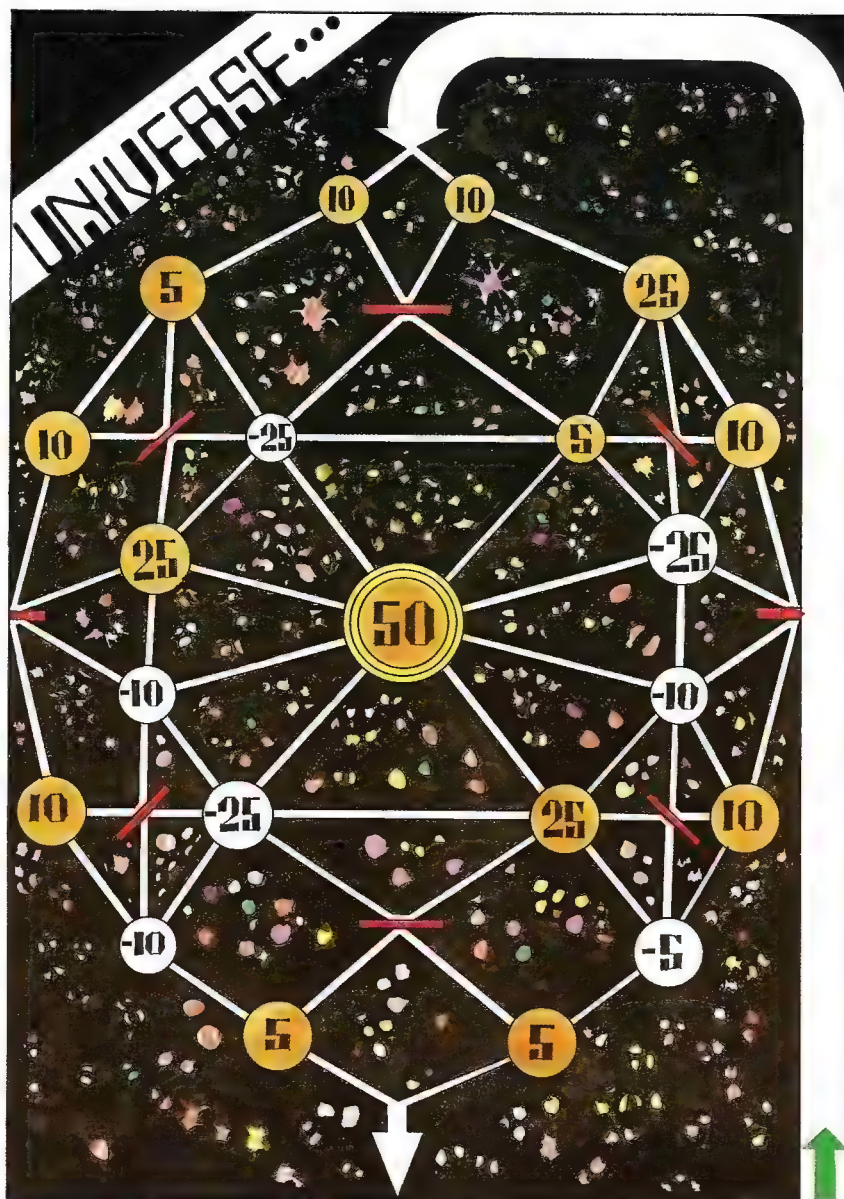
Warren and Mary Lea Bailey founded the company in their home in 1953, and have worked very hard to maintain low prices and to provide personal service. The products are available only by mail. Although the materials used and the craftsmanship involved are costly (games range from \$1.25 to \$74.95), you should be very pleased by their quality. If not, a money-back guarantee is offered with each purchase. And—just in case—replacement parts are always available, and inexpensive.

—B.D.K.

Fore-Par table golf game from World Wide Games, \$74.95.

Pinball Mazes

designed by Pinball Studios



BEST SCORE: 280

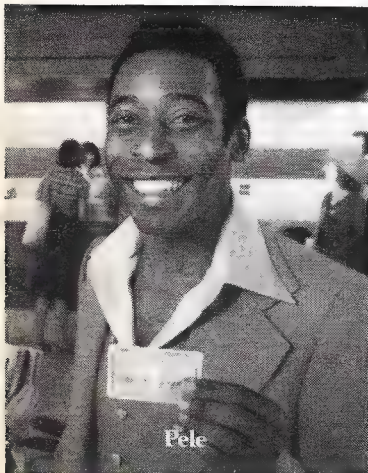
Enter each maze from any of the starter arrows, then travel along the paths from one scoring post (10) to another, as if you were a human pinball, adding up your score as you go along. At both positive and negative scoring posts, you may either change direction or pass straight through. You may not pass through a bumper  but must instead rebound off it in a different direction. Except at scoring posts and bumpers, change direction only at the end of a path. *You may never retrace any portion of your route,*

though you may cross it at any time.

Try to hit each positive scoring post as many times as you can, but beware of getting cut off from the exits: you *must* exit the maze through an arrow at the bottom for your score to count. Use tracing paper if you want more than one shot at matching our best scores, which are listed beneath each maze. You might also like to try to achieve the *lowest*—or greatest negative—score possible on each maze. But if you do you're on your own; we haven't worked them out.

Answer Drawer, page 69

Some people are better equipped to handle success than others.



Pele



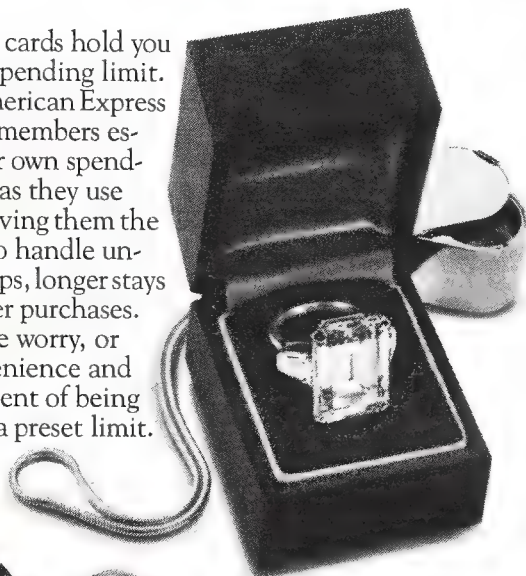
Virginia Wade



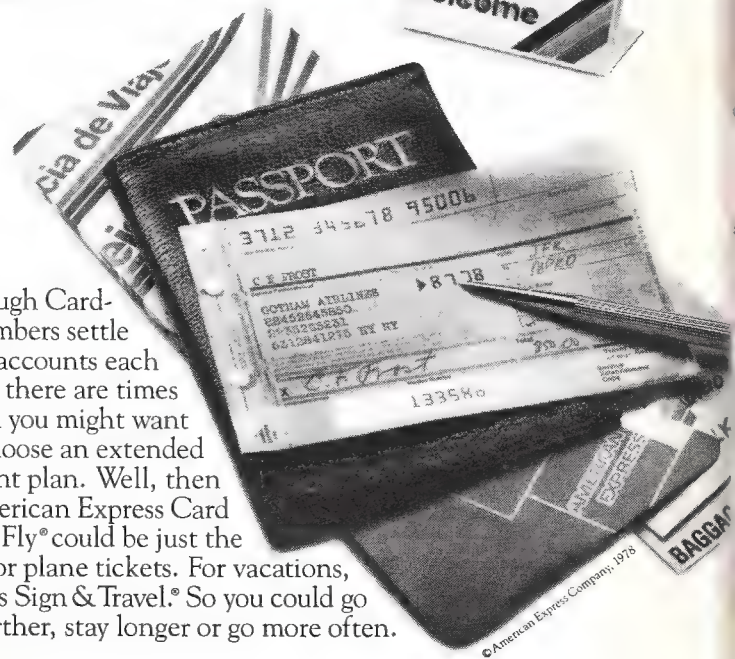
Luciano Pavarotti

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Walter Browne: Nerve and Grit at the Chessboard

Grandmasters of chess are tough-minded men who have learned to master the tensions and passions aroused at the chessboard. But self-mastery comes in many guises. Most players sit with sphinx-like immobility when engaged in a game; a few gyrate like weathervanes in a windstorm. An example of the second type is the twenty-nine-year-old grandmaster Walter Shawn Browne of Berkeley, California. While concentrating, Browne will turn, twist, stretch, jerk, shake, and bend with multitudinous variation. Yet beneath this seeming lack of external control is one of the fiercest and most disciplined drives to win in the world of chess.

Browne, his immense natural talent notwithstanding, repeatedly emphasizes the role of hard work in achieving success at chess: "The difference between me and Fischer," he recently said, "is that he's worked harder than I have at the game. And he has had more drive, and he's had help. Now okay, you can argue that Fischer has more talent than anyone. But what is talent but drive and a lot of hard work?"—*Chess Life and Review*, January 1978.

The first time I met Walter Browne, he was a youth of fourteen, playing in a tournament in Manhattan. He had just drawn a game with an up-and-coming young master, but he nevertheless stood before the final position of the game and complained bitterly. "What's bothering you?" I asked. "You should be pleased to have drawn a game with a player of his

ability." Scornfully shaking his head, Browne reached out and moved the pieces before him in a kaleidoscope of patterns. "You see," he insisted, "I should have won the game."

Browne earned a National Master's rating only a year after his entry into tournament competition—a unique achievement in the annals of American chess. In 1969, at the age of twenty, he became the third youngest grandmaster in chess history (after Fischer and Boris Spassky).

Buoyed up by a first-place finish in a major international tournament this past February, Browne prepared with special intensity for the U.S. Championship, which he had won the last three times. This year, the three top finishers would be seeded into the Interzonal Tournaments, qualifying events on the road to the world championship.

At 11 A.M. on June 4, two hours before the start of the first round of the U.S. Championship, Browne entered the Fine Arts Hall at Ambassador College, Pasadena, California, to inspect the playing site. Dissatisfied with the lighting, he moved his playing table squarely under some spotlights in order to neutralize the three-to-four-inch shadows cast by the pieces on the chessboard. He then informed tournament director Isaac Kashdan what he'd done. According to Browne, Kashdan seemed pleased that the problem had been solved so easily.

When Browne returned at 1:03 P.M. to begin play, he was dismayed to find the table moved several feet away. He pro-

tested strongly but in vain to Kashdan, who said (according to Browne) that the change had been made to "keep the aisle clear." Browne then left the tournament hall. "I could not play under those conditions," he later explained. When the allotted time elapsed on his clock, he was duly forfeited.

Though his opponent of that round, grandmaster Larry Christiansen, generously offered to replay the game, a committee of three other players refused to overturn the forfeiture; yet they agreed that Browne could place the table as he liked for future games. Angry and deeply offended, Browne withdrew from the tournament.

Somewhat apprehensively, I telephoned him a couple of weeks later. "No big deal," he said. "I'll be leaving for the IBM Tournament in Amsterdam on July 9. Some of the best players in the world will be there. And then in September I'll play in the BBC Tournament in London. Maybe a way can still be found to seed me into the Interzonals. After all, I am still the best active American player."

As usual, Browne shrugged off his setback. *Sports Illustrated* had called the incident at Pasadena "An American Tragedy." But after a depression that lasted barely a day, Browne was again ready to play his guts out against the toughest chess opponents he could find. □

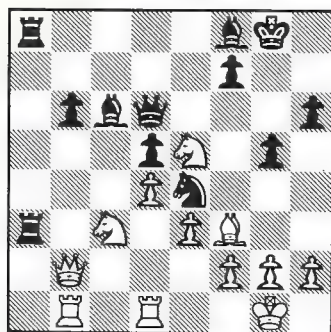
Chess master Shelby Lyman was "chesscaster" of the historic public television coverage of the Fischer-Spassky match and is a syndicated columnist.

PROBLEMS: Match wits with Walter Browne

Answer Drawer, page 71

EASY: Reykjavik, 1978

Black: Hort



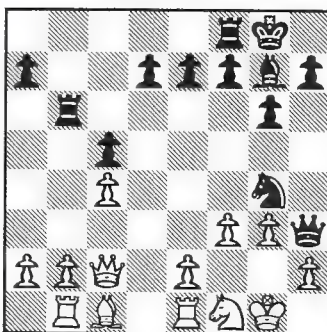
White: Browne

A. White to move and win material

Hint: The Black pawn in the center is overburdened with two tasks.

MEDIUM: San Antonio, 1972

Black: Browne



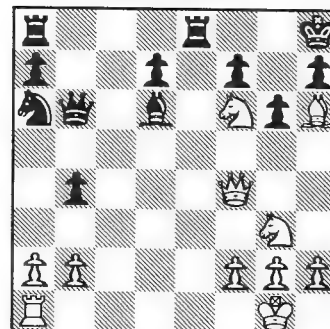
White: D. Byrne

B. Black to move and win at least a pawn

Hint: Black can exploit White's undefended rook with a "sacrifice."

HARD: Mentor, 1977

Black: Christiansen



White: Browne

C. White to move and win material or mate.

Hint: Sacrifice bravely and expose the Black king.

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EPOCH
PLAYTHINGS

A Games Contest

DROODLES

by Roger Price

First Prize: Magnavox Odyssey² programmable video game system with alphanumeric keyboard.

Four (or more) Honorable Mention Prizes:

Doodles #1 by Roger Price, published by Price/Stern/Sloan, Los Angeles.

When I invented Doodles I used to refer to them as (ha ha) a "sub art form," but now I think they have earned the right to be called a legitimate Art Form—with capitals. They have outlasted Conceptualism, Abstract Expressionism, Ingmar Bergman movies, and with a little luck they will outlast the Gong Show, Frozen Yogurt, and Water Beds.

Doodles are actually dopey little drawings that don't look like much of anything until you know the correct title.

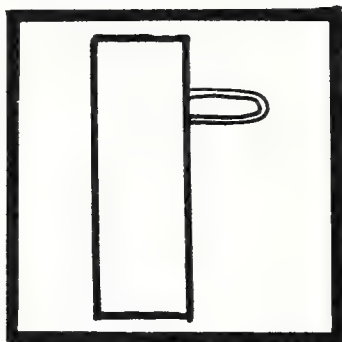
For instance, this is the one I consider most prototypical:



As you can see, it *could* be a picture of a mother pyramid feeding her young. But it isn't. It is:

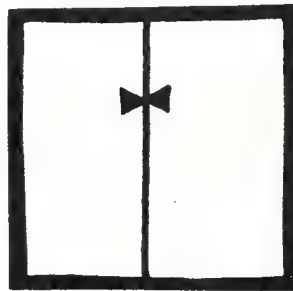
A SHIP ARRIVING TOO LATE TO SAVE
A DROWNING WITCH.

Here's another one:

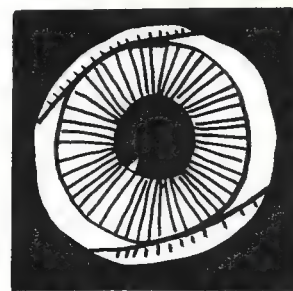


If you guessed that it is a MAN PLAYING TROMBONE IN A PHONE BOOTH, you're correct. And if you turn the picture on its side, counterclockwise, you'll find, alas, a DECEASED TROMBONE PLAYER.

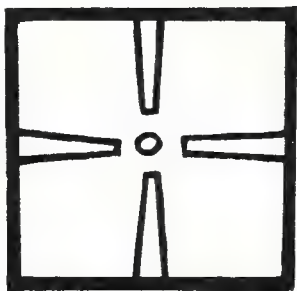
I'll give you a few more Doodles to warm up on, and then you should be ready to create your own.



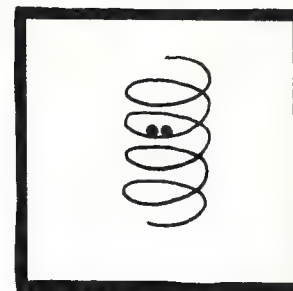
1.



2.



3.



4.

Answer Drawer, page 71

To enter this contest, all you have to do is draw an original Doodle, give it a title, and send it to GAMES. I think you will find that Doodling will help develop your character, and who knows, you may even win a prize.

I will be the judge. Who else? The entries will be judged on originality, funniness, and credibility. Neatness doesn't count. Positively. ☐

Clip or copy this entry blank and attach it to the back of your Doodle. Mail it to:

**Doodles, GAMES Magazine,
515 Madison Avenue, New York, NY 10022.**

The title of my Doodle is: _____

Name _____

Address _____

City _____ State _____ Zip _____

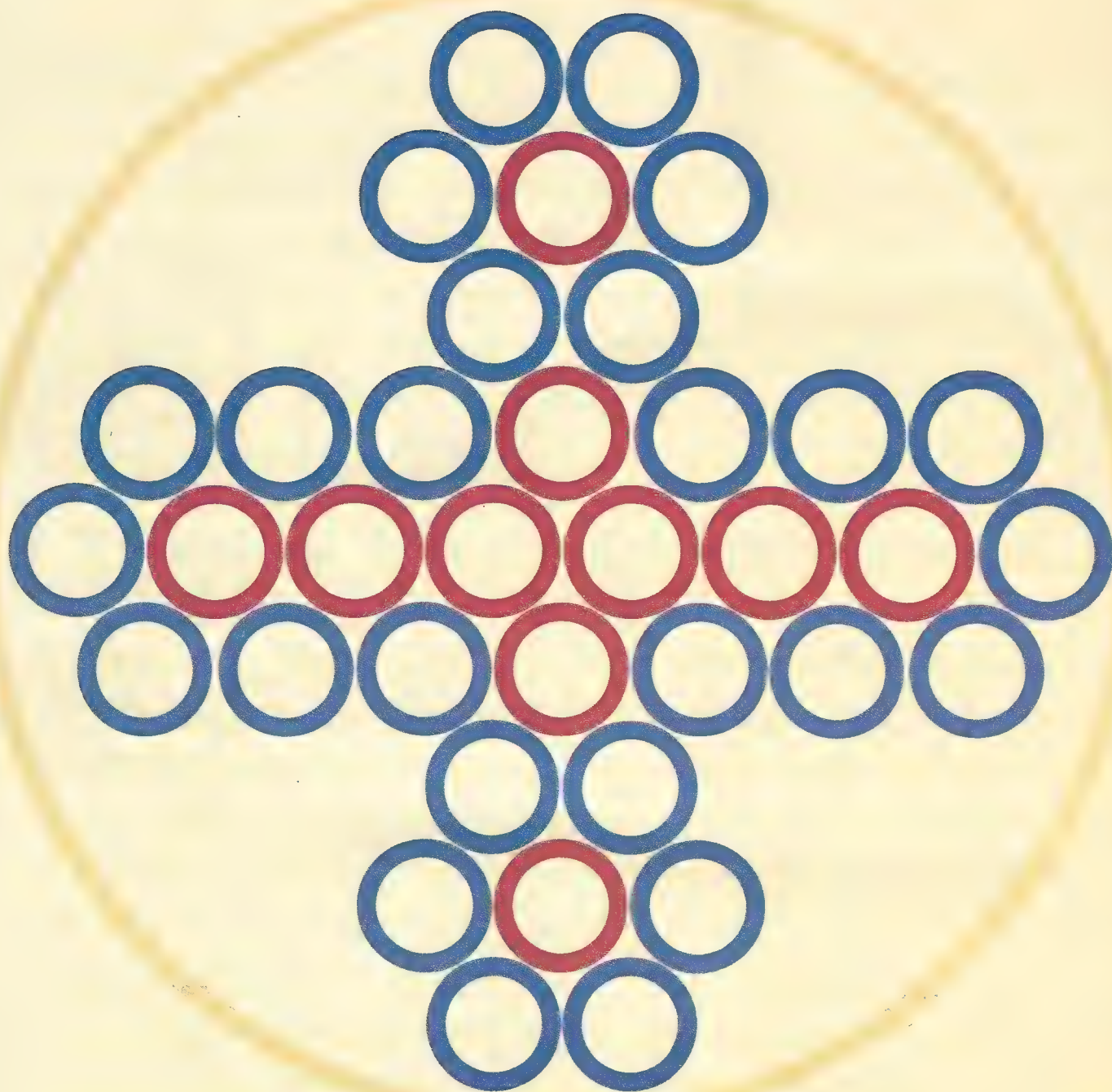
All entries must be received by December 1, 1978.

Void where prohibited by law.

Doodles copyright © 1953 by Roger Price

Penny Patterns

by Bernie De Koven



red—tails

blue—heads



no points
(only 3 coins)



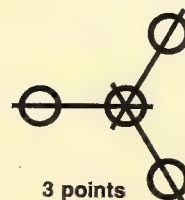
no points
(no symmetry)



1 point



2 points



3 points



6 points

Penny Patterns is an original game for one, two, or more players. It's easy to learn, quick to play (about ten minutes), and pretty to watch.

OBJECT

To score the most points by completing symmetrical figures composed of at least four pennies.

EQUIPMENT

Thirty-six pennies, a cup to put them in, the gameboard at left, and paper and pencil to keep score.

PLAY

In turn, players remove a penny from the cup and toss it onto the table. If the penny lands tails up, the player puts it on any red circle that is empty, and his turn ends. If the penny lands heads up, the player puts it on any blue circle that is empty and takes another turn. A player's turn continues as long as he throws heads.

The game ends when there is no empty circle corresponding to the penny (heads or tails) thrown.

SCORING

A player scores by completing a symmetrical figure (as defined below) that includes at least four pennies *and* uses *all* the pennies on the gameboard. A symmetrical figure is one that can be cut in half with an imaginary line, known as an axis of symmetry, so that one half is a mirror image of the other. To visualize this, it helps to think of the figure as being folded over on itself along the imaginary line; if the figure is symmetrical, the two halves will match exactly. (Heads and tails are disregarded in determining symmetry.) An axis of symmetry may either lie between pennies or run through them.

A player who completes a symmetrical figure scores one point for each axis of symmetry that can be drawn through the figure, as illustrated by the examples below the gameboard.

VARIATIONS

In the basic game, two or more can play and the winner is the one who has the most points when the game ends. The game can also be played solitaire; or cooperatively, with two or more players trying to reach as high a combined score as possible. (The highest cooperative score we've achieved is 23.) Two (or more) teams can also compete, each using its own gameboard and attempting to obtain a higher cooperative score than the other team. ☐

Contributing editor Bernie De Koven is the founder of The Games Preserve, a cooperatively run recreation facility. He is a game designer and author of The Well-Played Game.



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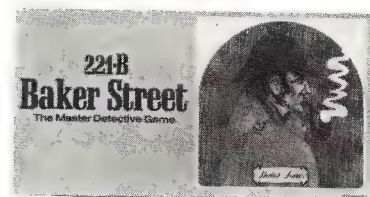
Throw away restraint, mix in a little gleeful malice.

That's

Counterstrike! A diabolical balance of skill

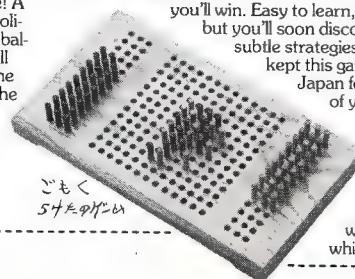
and the luck of the roll, with a snapper at the

end. Easy to learn, but you can quickly move onto higher ground where the strategy gets really complex. For two.



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Contest Results

SNAIL'S PACE

We promised to slow you down to a crawl with our Snail's Pace Contest (May/June, page 23), and inadvertently even extended the deadline by one whole month. The task, we recall, was to take a word, drop one or more letters from the beginning, and add one or more letters to the end to produce another word; then to repeat the process until a string of twenty letters resulted. (All words used had to be listed in *Webster's Third New International Dictionary*.) The number of letters in the individual words thus produced were added together to yield a final score. Theoretically, the highest possible score was 110 (eleven 10-letter words or ten 11-letter words). But realistically, we expected the scores to be a lot lower.

When the last of the entries had finally straggled in, we discovered that the winner was Richard M. Silberg of Columbus, OH. We'll be sending him his year's supply of snails, ahem, as soon as possible. Here's his winning entry:

SAGRASPARKAROMANISEI
SAGRA (starter word) 5
AGRAS 5
GRASP 5
RASPA 5
ASPAR 5
SPARK 5
PARKA 5
ARKAR 5
KARO 4
AROMA 5
ROMAN 5
OMANI 5
MANIS 5
ANISE 5
NISEI 5

—
74

Honorable Mentions (GAMES T-Shirt)

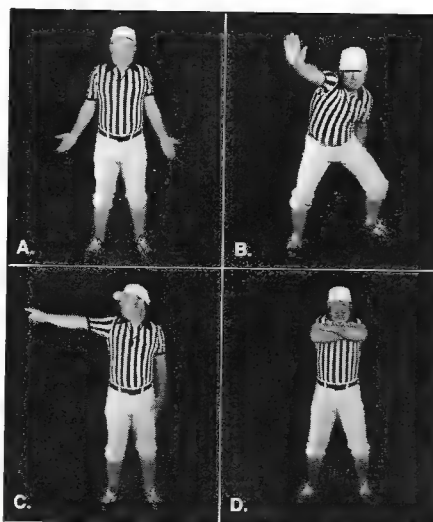
Roger Hannahs, Wilmington, DE 73
Catherine Graham, Washington, IN 72
George Moziy, Brooklyn, NY 72
Mrs. John Capek, Greenville, NC 72

A FLAG ON THE PLAY

A wave of the yellow handkerchief to the more than 4,000 of you who sent in "zanily appropriate" captions for the poses reproduced above, right (July/August, page 21). Generally speaking, the most often repeated references were to pantyhose, fifth down, Howard Cosell, O.J.'s yardage gained at airports, the Goodyear blimp, and tackling, making passes at, or huddling with the cheerleaders.

The Grand Prize winner comes from the Picture A category: "He says it's his

first touchdown and he'll finish his dance when he's good and ready." The contributor, Richard Evers of Parsippany, NJ, will receive two season's passes to the New York Giants.



Runners-up, who will receive GAMES T-Shirts, were:

Picture A: "I had to call something when the whistle blew. How was I to know the train comes by this time of night!" Elizabeth A. McDuff, Little Rock, AR.

Picture B: "Stop already O.J., you crossed the goal line thirty yards back!" Al Russo, Sacramento, CA.

Picture C: "The trombones are not in line with the tuba and drums." Sarah A. Riley, Baltimore, MD.

Picture D: "I don't care what Smith said about E.F. Hutton! Get on with the game!" Bryan Martin, Micro, NC.

Other notable ideas, many ruled out for duplication, included: Referee A: didn't see what happened; thought they were playing baseball, basketball, or soccer; couldn't tell a 250 pound linebacker anything; didn't know the penalties for eating pizza in the huddle, spiking the opposing coach, or kicking the opponent through the uprights.

Referee B: had an itch, starch in his shorts, and the flag sewn into his pocket; dropped the coin; wants his wallet back; can show John Travolta a thing or two; and knows what a "split end" is.

Referee C: is tired of using his arm for the measuring stick; is drying his nail polish; is pointing to his wife, girl friend, or mother in the stands; is telling players they are going the wrong way.

Referee D: often swallowed his whis-

tle, flag, and football; played Simon Says; will hold his breath until he turns blue, purple, sets a world record, or gets the football back; does Russian dances; is an Indian Chief; and will get the guy who tied/glued his arms.

Congratulations, winners. And a rousing cheer to all the rest who made this contest so much fun to judge.

BLOOD, SWEAT & TEARS

The task in the Blood, Sweat & Tears Contest (July/August, page 49) was to form the shortest possible Y-shaped Laddergram linking the words "blood," "sweat," and "tears." *Webster's Third* was again the word authority. Six readers found a 13-step solution, and all six solutions were identical:

BLOOD
BLOND
BLEND
BLENT
SLENT
SCANT
SCENT
SCEAT
SWEAT

TEARS
SEARS
SCARS
SCANS
SLENT
SCANT

It turns out that Richard Silberg, winner of Snail's Pace, as reported at left, has scored a rare "double": on an entry signed jointly with Joy Silberg, he's taken first prize in this contest on the basis of earliest postmark. (Those who follow contest results closely may also recall that Mr. Silberg received an honorable mention in our Kibitzer's Contest—May/June, page 57—in which he tied for high score but lost to an earlier postmark.) The Silbergs' first prize is a choice of six Blood, Sweat, and Tears albums from Columbia Records, or Winston Churchill's *The Second World War*, a six-volume set published by Houghton Mifflin.

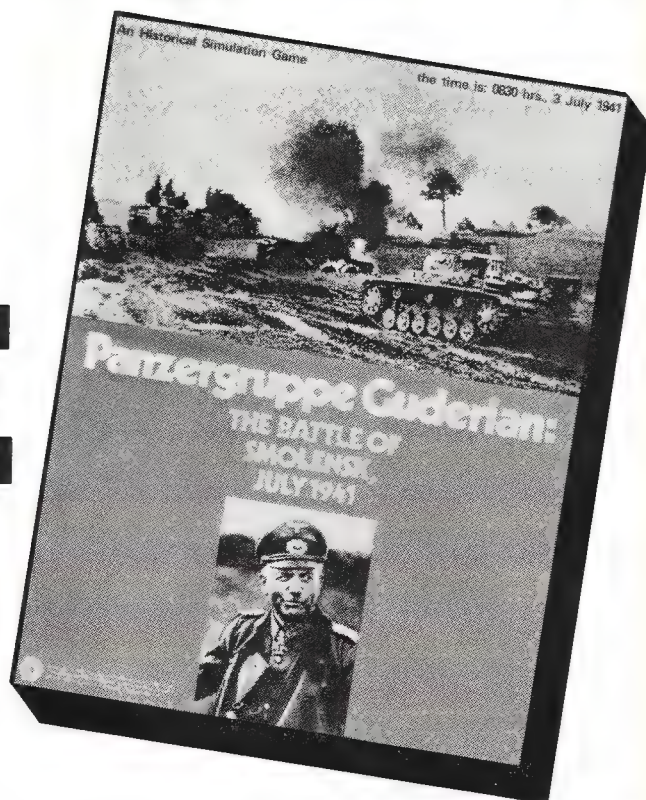
The five other readers who sent in the 13-step solution with a later postmark will each receive an honorable mention prize of a GAMES T-Shirt. They are: Walter Stromquist, Falls Church, VA; Johan Hansen, Warminster, PA; A.G. Andersen, Seattle, WA; Sue Kriegel, Hannibal, MO; Norman Colten, Ocean, NJ.

David Weinberger of Toronto, Ontario, did not win with his 15-step solution, but he did furnish one of the most interesting entries: he found a way of joining "blood," "sweat," and "tears" through the junction word "toils" (poetic license for "toil," thus using all four words in the famous Churchill quotation). It took him 43 steps!

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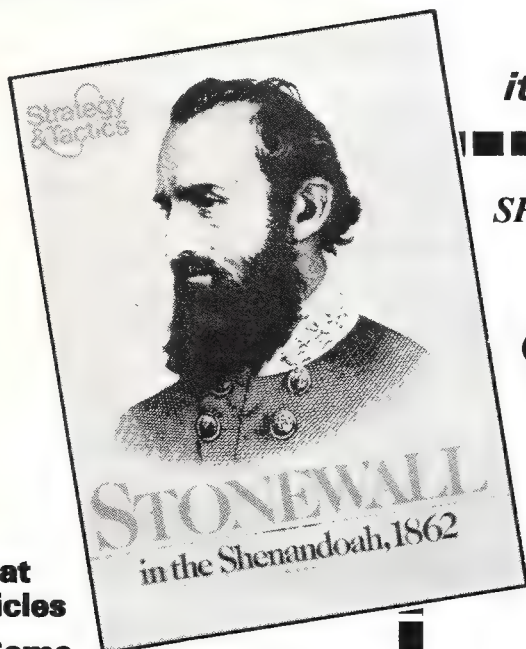
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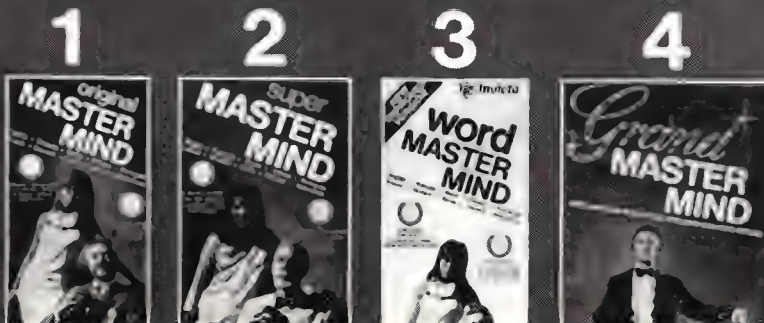
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Stalking the Wild Hexagon

(continued from page 16)

was less to sell games than to introduce new releases (and in some cases games still under development) to the hard-core gamers, the hobby's influential elite, who, in turn, were there to examine them. Noteworthy this year were the increasing number of hybrid role-playing board games like King Arthur's Knights (Chaosium), Lords & Wizards (Fantasy Games Unlimited), and Swords and Sorcery (SPI), whose board featured a river named the Stream of Consciousness, the Nattily Woods, and a town called New Orc City. Many old games were also available. My own prize catch was the darkly humorous spawn of the previous decade's missile crises, the legendary Nuclear War—long out of print until recently republished by Flying Buffalo (of Tunnels & Trolls fame).

The game featured giant apes in a tag match with six-inch rubber dinosaurs.

The convention recognized Dungeons & Dragons, perhaps the best-known simulation game ever produced, for its contribution to the hobby—in five years it has converted more than 100,000 people to fantasy role-playing games. Its companion magazine, *The Dragon* (circulation 8,000 plus) gathered another award, while SPI's publication *Strategy & Tactics* remained king of its particular hill. On a different summit, three Avalon Hill games were judged 1977's best in their respective categories—Victory in the Pacific (best strategic wargame), Squad Leader (best tactical wargame), and Rail Baron (a family game that won in the peculiar category of best non-war-game in the past five years). The H.G. Wells awards for excellence in miniatures went to Heritage's Hinchliffe line of historical wargame figures, and to Ral Partha for their fantasy figures.

This was the first time that fans (Metro Detroit Gamers, a local group) ran Origins, and I don't believe that manufacturers, who sponsored previous conventions, could have done a better job. I'll be in Philadelphia for Origins '79.

With my dart gun. □

photo by Manuel Gonzalez

Dungeons & Dragons addict Jon Freeman has written several science fiction novels, and A Winner's Guide to Board Games, to be published next summer by Playboy Press.

ANSWER DRAWER



Lillian Nahmias

Measure Up (Page 27)

Numbers in parentheses indicate proper order.

Linear Measures:

- A. KILOMETER (3)
- B. MILE (4)
- C. LEAGUE (5)
- D. FATHOM (1)
- E. FURLONG (2)

Liquid Measures:

- F. GALLON (4)
- G. BARREL (5)
- H. PINT (2)
- I. GILL (1)
- J. QUART (3)

Weights:

- K. POUND (3)
- L. KILOGRAM (4)
- M. TON (5)
- N. OUNCE (2)
- O. CARAT (1)

"Whistle While You Work" (Page 28)

1. h (one who learns or teaches the alphabet)
2. g (secretary)
3. b (beekeeper)
4. n (prophet)
5. e (expert penman)
6. j (bell ringer) Clue lyric: "The bells are ringing..."
7. c (map maker)
8. i (stripteaser)
9. l (gem cutter or dealer)
10. k (butterfly collector)
11. a (wine expert)
12. m (explorer of caves) Clue lyric: "In a cavern..."

(And a sesquipedalian is someone who uses long words.)

Puzzle School (Page 44)

Partwords

- Possible answers
- | | | | |
|----------|----------|------------|----------|
| LOBSTER | ROWBOAT | STRAWBERRY | OVERWORK |
| EMPHASIS | DEFTNESS | BOATSWAIN | |

Multi-words

D			
R		U	
A	U	C	M
G	W	B	K
T	B	P	

H			
A		U	
S	R	G	L
H	P	K	M
E	S	L	K

Fill-in Station

Possible answers

- | | |
|-------|-------|
| SCOUT | SPOUT |
| SCOUR | SNOUT |
| FLOUR | STOUT |
| FLOUT | GHOUL |
| CLOUT | TROUT |
| CLOUD | GROUT |
| GROUP | CROUP |
| SHOUT | KNOUT |

Match-ups

- | |
|---------|
| NERVES |
| THEMES |
| IMPALE |
| INGOTS |
| SHORES |
| CLOSET |
| CURSES |
| MANSION |

One-timers

Possible answers

- | | |
|---------|------|
| 1. APEX | IBEX |
| CALX | ILEX |
| COAX | JINX |
| CRUX | LYNX |
| FLAX | MINX |
| FLEX | ONYX |
| FLUX | ORYX |
| HOAX | |

2.

G	I	N
A	C	E
P	E	T

3. NOON

Double Cross (Page 41)

- | | |
|-----------------|-----------------|
| A. BATHHOUSE | N. SEAT |
| B. EIGHT BALL | O. FORTHRIGHT |
| C. NORTHWESTERN | P. ON THE HEAD |
| D. NAMBY-PAMBY | Q. REHEAT |
| E. ENJOYMENT | R. CHEERLEADERS |
| F. TIMIDITY | S. HAWKSHAW |
| G. TEETHER | T. REMEMBERED |
| H. CHALK TALK | U. ILLUSTRATED |
| I. ENGINEERING | V. SHREDDER |
| J. RASHLY | W. TARANTELLA |
| K. FRIVOLOUS | X. MOTHERHOOD |
| L. CYTOLYSIS | Y. AMBASSADOR |
| M. INVOLUNTARY | Z. SILESIA |

The morning after Christmas a harassed mother called in to her husband while he was shaving, "Remember that unbreakable toy you gave Fran yesterday?"

"I certainly do," he replied. "Don't tell me she's broken it already?"

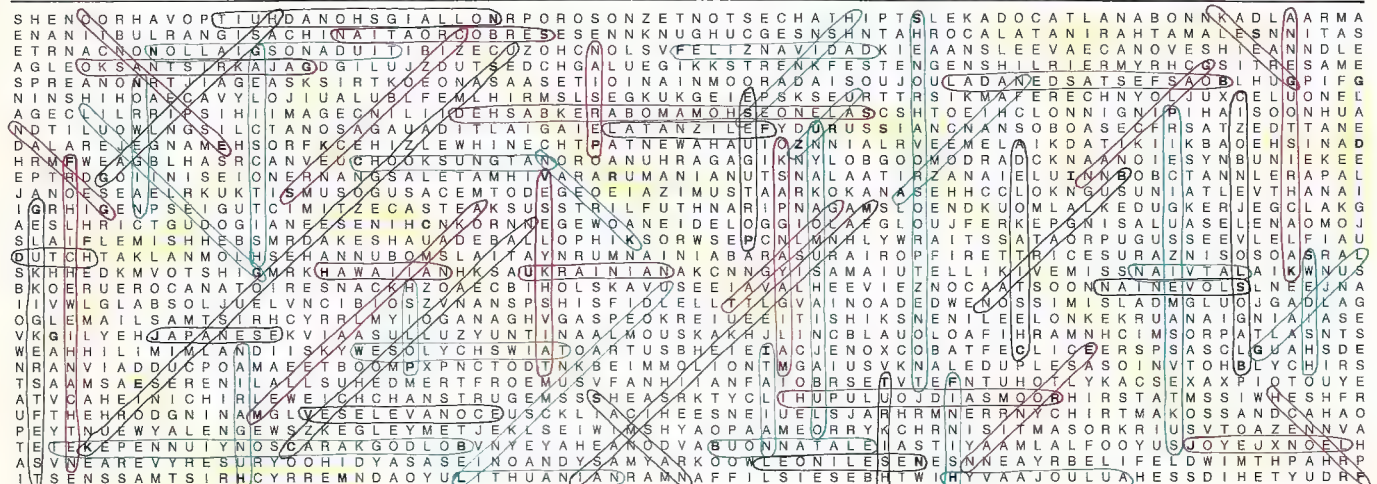
"Not at all," said the mother grimly. "She's just broken all her other toys with it."

—Bennett Cerf, "'C' Is for Christmas" (from the book *Good for a Laugh*)

Sunspots (Page 29)

1. The Sundance Kid
2. Sun Valley
3. *The Sun Also Rises*
4. Sundial
5. Sunday driver
6. Sundries
7. Sunnyside up
8. "Wait 'Til the Sun Shines"
9. Sunken treasure
10. Land of the Midnight Sun
11. The sun never sets on the British Empire
12. "Out in the midday sun"
13. Sun Yat-sen
14. Sunday punch
15. "There is no new thing under the sun."
16. The Sun King
17. *Rebecca of Sunnybrook Farm*
18. *The Sunshine Boys*
19. Sunflower State
20. "Sunrise, Sunset"

Season's Greetings! (Pages 42, 43) Corresponding languages and phrases are circled in the same color and their first letters are printed in bold type.



THE NO. 1 CONTEST ... IS COMING!

A contest to beat all contests: **The St. Valentine's Day Massacre.** The cold winter doldrums may arrive after Christmas, but the **Massacre** will sweep them away!

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* A genuine work of art. Sneaky art, but art none the less. We certainly will meet again next year!

So said two of this past year's inspired contestants.

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- * crossing and re-crossing Death Valley (water!)

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Try the **Massacre**. It's really something.

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Murrysville, PA 15668

Please send everything I'll need. My payment (to "Massacre") is enclosed.

name _____
address _____
city _____ state _____ zip _____

Warmup Puzzle (Page 25)

ACROSS

- 1 HOMER. *Second definition* clue. HOMER is both a classic author and a hit in baseball.
 - 4 STORM. *Concealed word* clue. STORM ("rage") is concealed in "investOR Meekly."
 - 5 SCENT. *Homonym* clue. SCENT ("perfume") sounds the same as CENT ("a penny"). The homonym is indicated by the word "listen."
- ### DOWN
- 1 HOSTS. *Anagram* clue. The word SHOTS anagrammed ("disturbed") makes HOSTS ("party-throwers").
 - 2 MOOSE. *Charade* clue. MOOS ("cow sounds") plus E ("east") makes MOOSE ("elk's cousin").
 - 3 REMIT. *Reversal* clue. REMIT ("send money") is TIMER spelled backwards. The reversal is indicated by "to get ... back."

Crossword à l'Anglaise (Page 25)

ACROSS

- 1 Puma (am up)
- 3 In a fashion
- 10 Entrain (inn rate)
- 11 Shellac (She'll + A.C.)
- 12 Shoot the bull
- 15 Ground (G + round)
- 16 Disraeli (D + Israeli)
- 18 Nail down (now I land)
- 20 Stalin
- 23 Evolutionary (revolutionary — R)
- 26 Enforce (then FOR CERTAIN)
- 27 Drachma (ad charm)
- 28 Barbershop (bar + bers + hop)
- 29 Used (U.S. + ed.)

DOWN

- 1 Press agent
- 2 Metropolis (implores to)
- 4 Ninths (thin N's)
- 5 Fishbait
- 6 Stellar (star + ell)
- 7 Isle
- 8 Neck
- 9 Martin (martinis — is)
- 13 Bellyaches
- 14 Disneyland (lady ends in)
- 17 Swelters (Lew rests)
- 19 Diverge (grieved)
- 21 Thorax (Thor + ax)
- 22 Studio (stud + IO)
- 24 Herb
- 25 Afar (sAFARI)

RightAngles #1—Rule Breaker (Page 45)

1	C	I	N	E	R	A	M	
	A	M	P	E	D	L	A	
3	L	A	P	R	I	F	L	
	L	X	E	A	A	L	O	
10	I	E	R	M	M	E	L	
13	O	Y	P	O	P	I	L	
15	P	E	S	O	R	E	D	

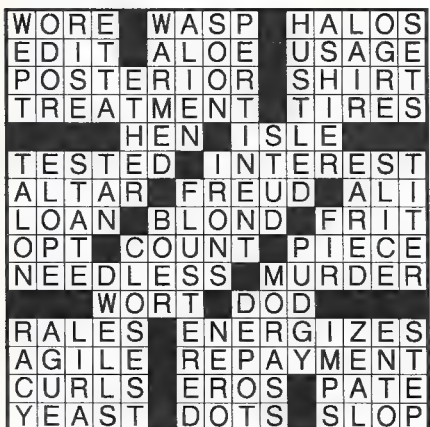
RightAngles #2—Square Dances (Page 45)

1	C	A	N	C	E	R	2
	A	D	N	A	F	O	E
	N	Y	O	N	O	S	R
6	C	L	O	M	O	R	P
	E	L	G	S	H	O	S
	A	E	R	A	T	T	I
15	P	B	E	R	O	H	C

Your Pockets May Jingle (Page 27)



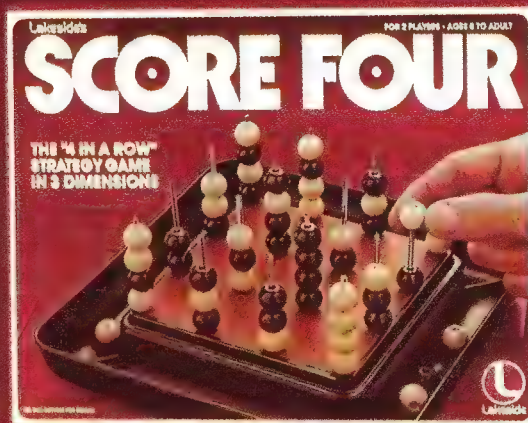
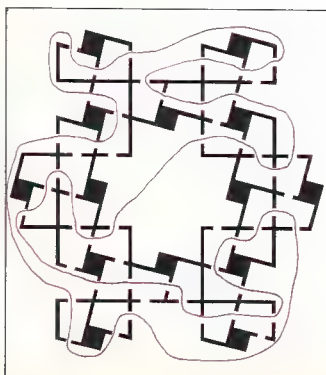
Cryptocross (Page 28)



All Wet! (Page 29)



Boxed In (Page 30)



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* Codes can be solved with the Galactic Computer Wheel.

P = ●

R = ⊙

T = ▽

V = ●



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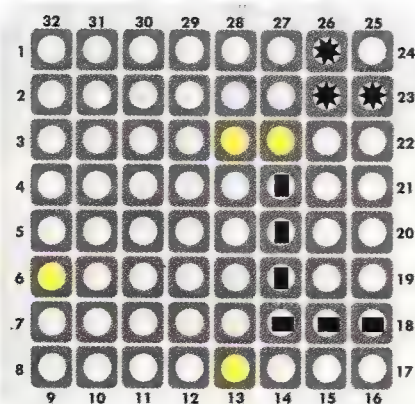
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THE SOLUTION.

(IF YOU DON'T KNOW THE PROBLEM, TURN TO PAGE 7.)

The missing ball is at the intersection of coordinates 27 and 22. The diagram shows how the rays from the remaining three chips were used to find it.

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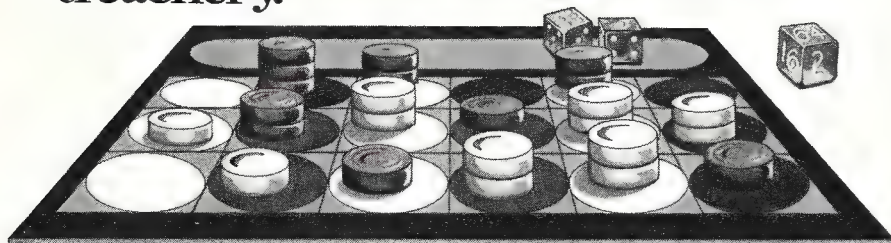
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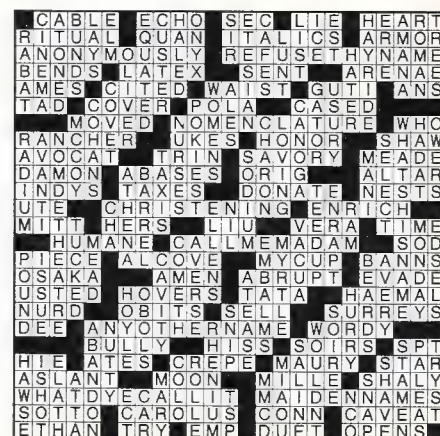
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You Name It (Page 47)



An Eskimo Cipher (Page 26)

- | | |
|-------------|---------------------------|
| 1. iglu- | 13. tiki- |
| 2. siku- | 14. sinik- |
| 3. nuna- | 15. -mut |
| 4. inung- | 16. -mi |
| 5. apum- | 17. -mik |
| 6. tuktu- | 18. I arrive at the ice. |
| 7. tupirng- | 19. You hear the caribou. |
| 8. -punga | 20. He sees the land. |
| 9. -putit | 21. Apummik tautkupunga. |
| 10. -puq | 22. Tupirngmut tikiputit. |
| 11. tautuk- | 23. Tuktumik tautkupuq. |
| 12. tusaq- | |

Something Fishy (Page 31)



Dszquphsbnt! (Page 32)

- IF I WERE YOU ... What a pity human beings cannot exchange problems. Everyone knows exactly how to solve the other fellow's.
- PLANET OF THE APES Do not try to trace your family tree too far back or you may find your ancestors still living in it.
- USEFUL COIN Although the nickel and the penny are not of much value these days, the dime makes a pretty good screwdriver.
- NO VACANCY Another thing that keeps our country constantly on the move is the great number of "no parking" signs.
- LET A SMILE BE YOUR UMBRELLA You can generally tell what the weather is going to do by what you plan to do that can be hurt by it.
- SLICE OF LIFE Recipe for happiness: Do not let the seeds spoil your enjoyment of the watermelon. Just spit them out.
- WHERE WAS WOMEN'S LIB? Vassar, founded as a women's college during the Civil War, was nearly one hundred years old before it finally got its first female president.
- WORK OR PLAY? Anyone can do any amount of work, provided it isn't the work he is supposed to be doing at the moment. Robert Benchley.

Safari (Page 10)

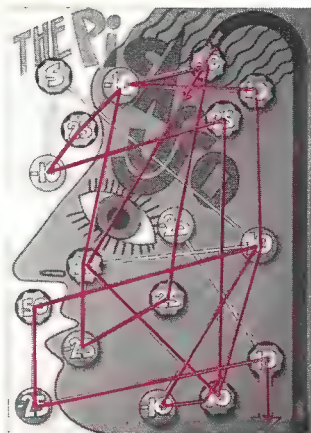
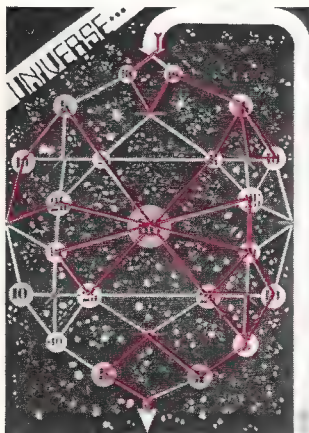
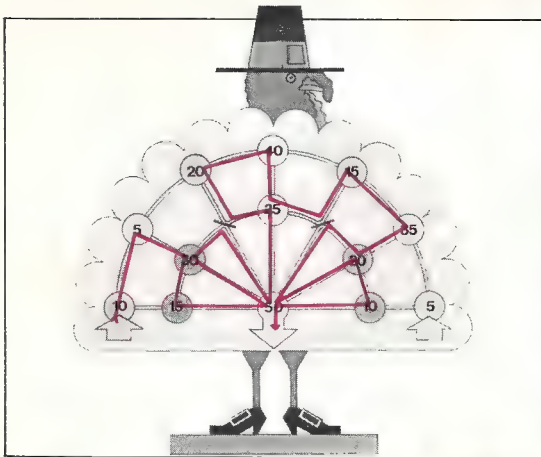
If you're taking a word that, when spelled backwards, becomes another word, you may go.

Call Our Bluff (Pages 20, 21)

The phony animals are the English Kylin, the Midgeon, the Platip Mosker, the Scouse, and the Tab-rat.

Pinball Mazes (Pages 54, 55)

Our Best Scores
Turkey Shoot: 500
Universe: 280
Picasso: 180
The Stinger: 235
x5: 585.



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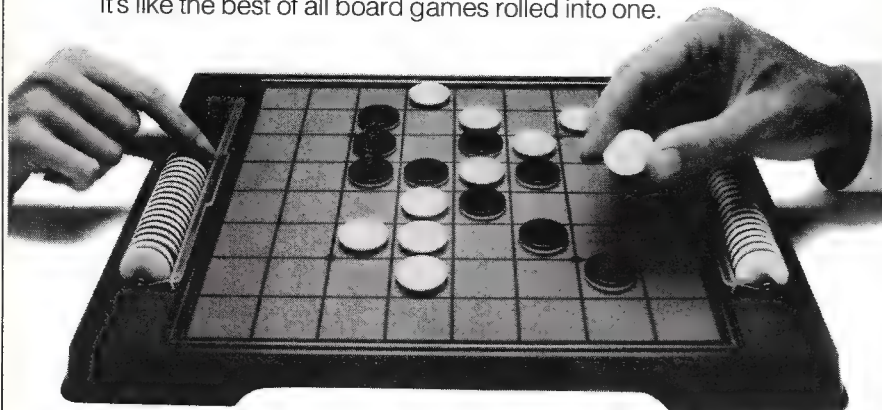
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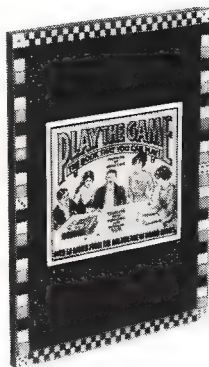
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by Alan M. Newman

This little gem has been handed down for several generations of Teen parties where the kids were too old for Spin the Bottle and too young for Charades.

I first heard the Tibetan Memory Trick in 1959, struggled through ninety-eight percent of it in vain, forgot it, heard it again in 1975 when it was popularized by a local rock group and finally conquered it just last year—*eighteen* years later!

To play, all you need is one person who knows the Trick and at least one who doesn't. The player who knows the Trick simply recites the ten requisite sentences, one at a time. After each sentence, the other player must recite the sentence verbatim, with no long hesitations, no stammering, and no errors whatsoever.

It sounds absurdly simple, doesn't it? Well then, try it solitaire first. Moving a piece of paper down the page, glance at one sentence at a time and then try to recite it.

1. One Hen.
2. One Hen, Two Ducks.
3. One Hen, Two Ducks, Three Squawking Geese.
4. One Hen, Two Ducks, Three Squawking Geese, Four Limerick Oysters.
5. One Hen, Two Ducks, Three Squawking Geese, Four Limerick Oysters, Five Corpulent Porpoises.
6. . . . Six Pairs of Revlon Tweezers.
7. . . . Seven Thousand Macedonians in Full Battle Array.
8. . . . Eight Brass Monkeys from the Ancient Sacred Crypts of Egypt.
9. . . . Nine Apathetic Sympathetic Diabetic Old Men on Roller Skates with a Marked Propensity towards Procrastination and Sloth.
10. . . . Ten Lyrical Spherical Diabolical Denizens of the Deep Who Stalk about the Corners of the Cove All at the Same Time.

Well, did you make it through without a miss? If you did, you either cheated or you are the kind of person who eats encyclopedias for breakfast. It's practically impossible to win on the very first try. If your memory doesn't get you, the tongue twisting phrases often will. Most Tibetan Memory Trick players spend their entire lives attempting this feat without ever succeeding. □

**From September/October:
Mappit, Execrable Shapes (Page 20)**

1. Wyoming, Utah, and Colorado—combined.
2. Delaware.
3. Japan's main island, Honshu.
4. Barbados, West Indies.
5. Vietnam.
6. Hispaniola (Haiti and the Dominican Republic).
7. Forty-eight United States—mirror image.
8. India.
9. Iceland.
10. Michigan's lower peninsula.
11. Mexico.
12. Luxembourg—mirror image.
13. France.
14. Trinidad, West Indies.
15. Lake Superior.
16. Egypt.
17. Australia, without Tasmania.
18. Texas.
19. Guatemala.
20. Antarctica.
21. Newfoundland, with Labrador.
22. District of Columbia.
23. Italy (mainland only).
24. Florida.
25. Brazil—mirror image.
26. Africa.
27. Iowa.
28. Great Britain.
29. Cape Cod (Barnstable County), Massachusetts—mirror image.
30. Turkey (Asiatic portion only).

Eyeball Benders (Page 33)

1. Stack of 35mm slides (Robert Sieczkowski)
2. Sandwich cookies (Phil Kaczorowski)
3. Nose of an airplane (L. R. Batterman)
4. Pipe cleaners (Robert N. Culver)
5. Cupcake papers (Toni Harris)
6. Stack of teaspoons (Mrs. James W. Hawkins)
7. Lawn mower blade (Allen Robison)
8. Paperback books (Joe Frenette)
9. Slide projector tray (Toni Kraker)
10. Fire hose on back of fire engine (Robbie Cates)
11. A spring (Walt McCarthy)
12. Bottom of a blender (Carl New)
13. Toothpicks (Peter Forss)
14. Straight pins (Mrs. Dorothy Kelnhofer)
15. Lost horizontal hold on TV (Mike Lytle)
16. Matchbook (W. F. Blinn)

Photocrime (Pages 38, 39)

While the other guests stood gaping at Batsley's suspended body, the keen-eyed Inspector saw that Batsley's feet did not reach the stool that Manly had just righted (photograph 9). Batsley could not have hanged himself, and it didn't take long for Mountebank to deduce the murderer's identity.

True, there were as many suspects as there were motives, but a mere glance at the knot used to tie the two lengths of rope with which Batsley was hanged (photograph 10) led Mountebank to suspect Duckley. "Quite a good swab hitch," thought Mountebank. "Unfortunately for Duckley, only an experienced sailor would know how to tie one."

The Inspector searched his memory of the evening for other clues to substantiate his theory, and remembered that Duckley had been wearing an ascot before Batsley was found hanged (photograph 4), and was now bare-necked (photograph 8). A suspicious change of attire at the scene of a murder, thought Mountebank.

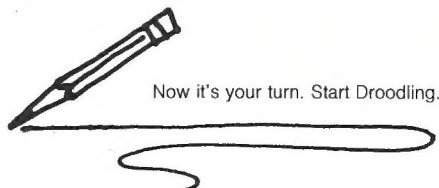
When the police arrived they allowed the distinguished Inspector to question Duckley, and Mountebank cowed Duckley into producing the torn and crumpled ascot, which he had stuffed into a pocket. A confession soon followed.

It seems that Batsley had delayed for months deciding who would skipper the *Incorrigible*. Duckley

was furious at being strung along and slipped into the library to force a confrontation. Batsley stated firmly and coolly that he had no intention of appointing Duckley skipper, and added spitefully that he had come into the library to sign some papers to that effect. When Batsley arrogantly turned around to do just that, Duckley had had it. In a rage, he tore off his ascot, committed the foul deed, and then tied together two pieces of Batsley's own nautical line to hang the victim from the rafters, making it look like suicide. "Too bad you didn't use a square knot," Mountebank smiled. "It would have been more of a challenge."

Doodles (Page 59)

1. Man in tuxedo who stood too close to the front of an elevator.
2. Famous scientist seen through microscope.
3. Four elephants inspecting a grapefruit.
4. Two bugs making love in the spring.



Chess Problems (Page 57)

For algebraic notation (explained in September/October *GAMES*, page 64), see below.

A. White takes the knight with his bishop. If Black then recaptures with the pawn, White's more advanced knight will move to the left and simultaneously attack Black's queen and rook.

B. Black takes the pawn with his knight. If White recaptures with his knight, Black's queen will take White's pawn with check. The king must then move and cannot defend both the knight and rook.

C. White checks the Black king with his bishop, and the Black king must capture it. White then moves his less advanced knight forward and to the right, giving check. Black now has three possibilities: (1) if Black takes the knight with his pawn, White moves his queen one square diagonally forward and to the right, giving check. If the Black king retreats to the square next to the rook, White mates him by taking either pawn with his knight. If the Black king retreats instead to the corner, White again advances his queen diagonally to the right, threatening to mate by capturing the pawn in front of the Black king. Black has no adequate defense. (2) If the Black king moves to the corner, White advances his queen two squares diagonally to the right, and (as in the previous variation) Black has no way to stop the threat of queen takes pawn, mate. (3) If the Black king moves to the square next to the rook, White advances his queen two squares diagonally to the right with check. Black must then move his king in front of his rook, and White can then fork Black's king and queen with his knight, winning decisive material.

Algebraic notation

- A. 1. Bf3xe4. If 1... d5xe4, 2. Ne5-c4.
B. 1. Ng4xh2. If 1... Nf1xh2, 2. Qh3xg3+ winning either the knight or rook.
C. 1. Bh6-g7+, Kh8xg7, 2. Ng3-h5+, and now:
(i) if 2... g6xh5, 3. Qf4-g5+, Kg7-h8 (if instead 3... Kg7-f8, 4. Nf6xh7 [or d7] mate) 4. Qg5-h6 and Black has no adequate defense against the threat of 5. Qh6xh7 mate.
(ii) if 2... Kg7-h8, 3. Qf4-h6 followed by Qh6xh7 mate.
(iii) if 2... Kg7-f8, 3. Qf4-h6+, Kf8-e7, 4. Nf6-d5+ winning decisive material.

In August, *GAMES'* chess editor Shelby Lyman began weekly telecasts of the Karpov-Korchnoi match on the National Television Network (PBS). If the match is still going on as you read this, check with your local station for programming schedules.

Terry Quinn's "Amazing Bridge Exploits of Diggery Piper" and Prince Joli Kansil's Backgammon column will return next issue.

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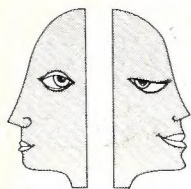
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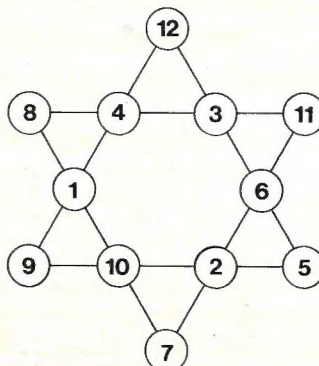
★ **Postmaster's Nightmare** (September/October, pages 22,23) Randall T. Graeff of Hawthorne, NJ, a member of the American Philatelic Society, has pointed out another error on stamp number nine (Monaco, 1947), which depicts FDR with six fingers on his left hand. He writes: "It is true that FDR actually possessed a mere five fingers [on each hand]. There are documented cases of human beings possessing extra digits. Granted, this is extremely rare. But an additional digit is far and away more common than a grosser error on the stamp: No true philatelist [as FDR was] would commit the heinous crime of handling a stamp without stamp tongs (tweezers)." He also notes that there have been throughout history many other postage stamps with errors. If you have any additional information, we'd love to hear from you.

★ **Postmaster's Nightmare** (September/October, pages 22, 23). Philatelist David A. Jaeger of Cedar Grove, NJ, feels we should have used a little more bleach in laundering stamp number six (Jaipur, 1931) in which there were not enough legs for seven horses. As he so accurately points out, the banner above the chariot is blowing in the wrong direction. Good eye!

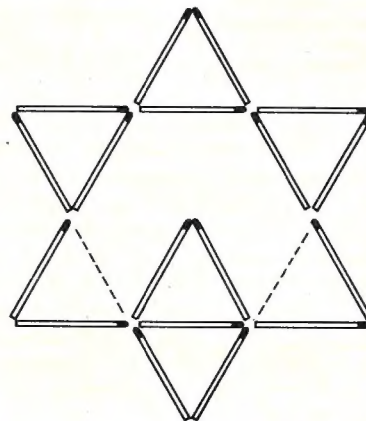
★ **Shape Up** (July/August, page 30). Kay Voegelin of Costa Mesa, CA, and several other readers have arrived at an alternate way of ordering the five shapes. Using, as a classification guide, axes of symmetry (lines along which a figure can be folded so that the two halves precisely overlap one another—see Penny Patterns on pages 60, 61 of this issue), she arranged the figures in the following order: rectangle (2 axes), triangle (3 axes), square (4 axes), octagon (8 axes), circle (infinite number of axes).

★ **Hinkel's Twinkles** (July/August, page 16). Garon Christie of Camp Lejeune, NC, has arrived at another way to turn IX into the number 6. Looking at what Hinkel had drawn as an Arabic numeral followed by a multiplication sign, Christie added one curved line "6" to achieve 1 x 6, or the number 6.

★ **A Salute to Games & Puzzles** (July/August, pages 32, 33). Harry Kristy of Wantagh, NY, has found another solution to the Super Magic Hexagon problem. We printed GAMES & PUZZLES' original answer in which the points of the "outer" hexagon added up to 26. But this puzzler assumed (as his solution below shows) that the points of the "inner" hexagon had to add up to 26.



★ **A Salute to Games & Puzzles** (July/August, pages 32, 33). Clyde T. Eisenbeis of Oakdale, MN, has found an alternative way of rearranging two matches to reduce the overall number of triangles in Solomon's Seal from eight to six:

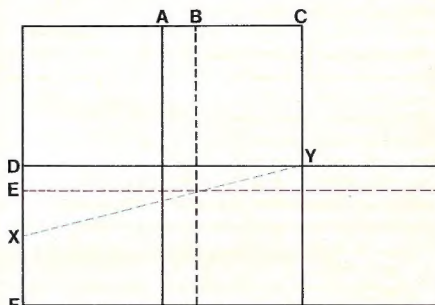


★ **Laddergrams** (July/August, page 28). A number of readers have bettered the solution to Lewis Carroll's "Doublets." Here are some selected ones: Keith Fanning of Bismarck, ND, went from EYE to LID in one less step, using LYE and UE as his bridge words. T.C. Normandin-Mintzas of Montreal, Quebec, went from APE to MAN by APT, OPT, OAT, MAT, also one step shorter than Carroll's answer. Eric Berman of Crown Point, IN, went from CAIN to ABEL in one less step by using GAIN, GRIN, GRID, ARID, ACID, ACED, and ABED. And Lois Kaelzer of Fresno, CA, cut four steps out of WINTER—SUMMER. Following Carroll's ladder to HAMPER, she then substituted HAMMER and HUMMER for the remaining six steps.

(It can be further reduced at least one more step by substituting WINDER for WINNER and WANNER—Ed.)

★ **Old Swiss Mill** (July/August, page 56). Austin M. Jones of Annandale, VA, has found twenty-one hidden human faces in the Currier & Ives Picture Puzzle. Paul Douglas of Ardmore, OK, and several other readers have found a total of thirty-one faces and animals in the puzzle.

★ **Professor Hoffman's Victorian Puzzles #7** (May/June, page 33). Walter and Judy Wes of Oklahoma City, OK, have found several different ways of dividing the five-acre parcel in half with a single straight fence. Two of these ways are shown below (dotted lines at B and E). Also, Richard Jeffreys of Raleigh, NC, has found two other solutions, one of which is the dotted line connecting the points marked "X" and "Y" in the diagram.



In the diagram, the distance from A to B is exactly one quarter the distance from A to C; the distance from D to E is exactly one sixth the distance from D to F; and X is halfway between D and F.

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